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CyberActive Media Group, Inc.

NEWSPAPER

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June 19, 2000

NEWSPAPER HANDLING

id to Create More Doom

By Bryan Intihar

Yes, you heard it right. The game series that had everybody talking after the high school shooting last year in Littleton, Colorado, *Doom*, is making a comeback. According to the cofounder and lead programmer of id Software, John Carmack, one of his latest .plans revealed that the company's next project will be a new *Doom* title.

Artist's conception of the* Doom III *logo

However, the decision did not come without some controversy. In Carmack's .plan, he also stated that it took a threat to Kevin Cloud and Adrian Carmack to get the project rolling. According to John Carmack, Cloud and Adrian Carmack control more than 50% of id software. It seems that after *Quake III: Arena* was completed, many employees of the company had a desire to create another *Doom* title. Yet, as Carmack stated, "Adrian had a strong dislike for the idea, so it was shot down over and over again. In addition, Carmack went on to say that he was not pleased with what the company was presently working on at the time. Since talks about the next *Doom* game were going nowhere, "design work on an alternate game has been going on in parallel with the (*Quake III: Arena*) mission pack development and my research work…I discussed it with some of the other guys, and we decided that it was important enough to drag the company through an unpleasant fight over it.

Basically, Carmack along with others in the company, gave Cloud and Adrian Carmack an ultimatum; "We are working on *Doom* for the next project unless you fire us." Instead of turning it down again, Cloud and Adrian Carmack agreed on the project and development of a new *Doom* game is now under way. Carmack added that the title will "focus on the single-player game experience, and using brand new technology in almost every aspect of it. That is all we are prepared to say about the game for some time…we will talk about it when things are actually built, to avoid giving misleading comments."

Yet, while many in the company applauded the decision, it did not come without a price. Carmack also stated that Kevin Cloud and Adrian Carmack fired Paul Steed. Steed had been with id Software since 1996 and was one of the company's modelers/animators. This decision did not please John Carmack at all. He added, "Paul has certainly done things in the past that could be grounds for dismissal, but this was retaliatory for him being among the 'conspirators.'" I happen to think Paul was damn good at his job, and that he was going to be one of the most valuable contrib-

(continued on page 4)

EA Involved in Patent Lawsuit

By Bryan Intihar

While Electronic Arts had a very strong show at this year's E3Expo in Los Angeles, all is not well for this Delaware-based company. On May 25, Kenneth K. Dickinson of Ann Arbor, Michigan, filed a patent lawsuit against the company. Dickinson is accusing an Electronic Arts subsidiary, Tiburon Entertainment Inc., of infringing upon the United States Patent Number 5,797,796. The plaintiff is asking for "damages and equitable relief" for the patent infringement.

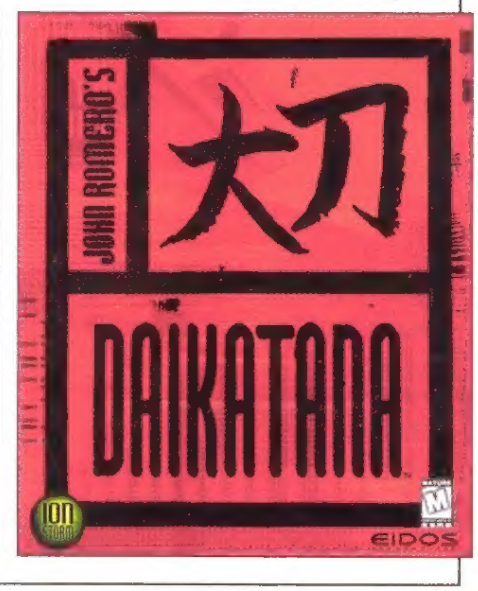
(continued on page 4)

Daikatana: Will Fast Start Continue?

By Ben Rinaldi

It's not a stretch to say that very few games in recent memory have stirred the emotions like the recently released PC game *Daikatana*.

Conceived by John Romero, the acclaimed game designer who's worked on first-person shooters since the dawn of the genre, *Daikatana* is an epic story-driven first-person shooter set around a fabled magical sword, the "Daikatana." The game spans four massive episodes, each with a completely different weapon arsenal, bestiary, art and overall look and feel; it's really four games in one. Its



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Continued from the Cover

Daikatana: Will Fast Start Continue?

episodes range from a gothic, futuristic Kyoto, Japan to Ancient Greece, medieval Norway and San Francisco, circa 2030.

Because of Romero's past game-design successes, *Daikatana* promised to completely redefine the action genre. Ion Storm—Romero's newly founded company—originally planned to use the proven *Quake* engine for *Daikatana*, but chose to switch to the *Quake II* engine upon that game's release. The game's long development cycle was marred by controversy, including a series of well-publicized defections from the company in 1998, and an ill conceived and offensive ad campaign ("John Romero is going to make you his bitch") that alienated a once strong fan base. Now, after much hype and even more delays, *Daikatana* has finally hit store shelves.

So now that the short-and-sweet game-history recap is out of the way, the question remains: Are consumers buying the game? Has all the negative publicity hindered or helped its sales potential? The answers might surprise you.

Despite getting slammed by the majority of online and print media for its uninspired game play and lackluster visuals (when compared to games like *Unreal Tournament* and *Quake III: Arena*), *Daikatana* seems to be holding its own at retail. According to NPD sales tracking numbers, the controversial game made its debut as the fifth best-selling PC game in its first week of availability (May 21–27, 2000).

Bob McKenzie, Babbage's director of merchandising for PC products, confirmed NPD's numbers, saying, "While it did not fully meet the expectations that I had for it, I'm happy with the sell-through that I'm currently running at. It did make my 'Top 5' last week [for Babbage's 475 store chain] and anytime that happens, it's a positive."

GameWEEK contacted a few local retailers who confirmed that consumer interest for the product has been steady, despite the negative publicity. John Kelleher, store manager of Software Etc., commented, "It's been selling average. There weren't as many pre-orders as we hoped because of all the delays. A few people have asked about it, but it is nothing like the response that consumers gave for *Quake III: Arena* or *Perfect Dark* and some of the other first-person shooters on the market."

Yet another store manager, Greg Johnson of Babbage's, said "It would have been good four years ago. We have been selling a fair amount of copies. However, we have been getting many returns with complaints that it's not a very good game."

For now, anyway, it appears Romero may have the last laugh, since the game is performing better than anyone could have imagined, given the circumstances. However, what remains in question is whether or not *Daikatana* will have the legs to maintain its popularity with shoppers over the long haul. For a more detailed look at *Daikatana*'s sales potential, check out our review on page 14. **GW**

On the Move — INDUSTRY PERSONNEL CHANGES

Intel Corp.
Intel Corp. announced that it has appointed Pamela Pollace to director of worldwide marketing operations. She succeeds 20-year Intel veteran Jami Dover, and has certainly climbed up the ranks since joining the company in 1987. Pollace will be responsible for all marketing operations worldwide, including advertising, corporate marketing communications, press relations, the Intel Inside program, Internet marketing and channel marketing programs.

Goodguys.com
Marcus F. Nucci has been named chief information officer of goodguys.com. Nucci, formerly the senior vice president of technology and the acting CIO of Value America, will be responsible for managing the development and deployment of the company's e-commerce retail site, and will also stand in as acting CEO of the company as it continues its nationwide search to fill that seat.

Kmart Corp.
Kmart Corp. announced that Chairman/President/CEO Floyd Hall has relinquished his post to retire, and will be replaced immediately as chairman/CEO by Charles Conaway. Conaway, who has signed a five-year agreement with Kmart, previously served as president/COO of CVS Corp.

Uproar Inc.
Uproar Inc. built up its executive roster with the addition of Robert Rebmann to the post of vice president and controller. According to the company, Rebmann will be responsible for filings to the U.S. Securities and Exchange Commission and "global financial reporting."

Irrational Games
System Shock 2 creator Irrational Games is beefing up its new development facility in Boston. They include Robb Waters, conceptual artist; Jeff Dixon, game systems programmer; and Bryn Bennett, engine programmer. The software house has begun work on *The Lost* for PlayStation 2.

Firaxis Games
Firaxis Games announced that it has hired three new programmers, which will enable the company to "ramp up [its] development teams and further the growth of the organization." Michael Breitkreutz, Soren Johnson and Jacob Solomon have joined the company to help with the *Dinosaur* and *Civilization III* projects.

Rogue Entertainment
Dallas-based developer Rogue Entertainment, acclaimed for *Quake* mission packs and the impressive N64 port of *Quake II*, has appointed Brandon James as game designer. He has previously worked on the PC version of *Quake II*.

Verant Interactive
Verant Interactive, Inc. has named Kelly Flock as president and CEO of Sony Online Entertainment (SOE). Flock will supervise the development of new interactive games by SOE and Verant, and will oversee SOE's website, the Station@sony.com.

SHORT TAKES

Sony to Sell PS2 Chips

Software-Sony Corp is planning to begin selling its PlayStation 2 game console's chip sets and related software to non-Sony electronics makers in Japan and abroad, according to the *Nihon Keizai Shimbun*. The companies buying the chips from Sony anticipate growing demand for the PlayStation 2 technology as more digital appliances become connected to high-speed broadband networks. Sony further expects the chip sets and software to be used in set-top boxes, home servers and digital TVs, which transmit and receive large volumes of video data via the Internet. **GW**

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GameWEEK EDITORIAL

By Andy Eddy
West Coast Editor/GameWEEK
Editorial Director/GameDaily.com
andy@gameweek.com

Looking Back, Looking Forward

Though the interactive-entertainment industry is still in its relative infancy, we've seen amazing strides in its technological progress and with the level of enjoyment it passes on to its users. Think back 20 years ago, when gamers were enjoying arcade games such as *Space Invaders* and *Missile Command*. Home *Pong* games were prevalent—for about the cost of a PlayStation today. The Atari 2600 VCS was really starting to take off as the first cartridge-based game console.

Today, we have realistic 3D graphics and elaborate soundtracks to take the place of the crude, blocky images and the beeping audio of the '80s. Software development that was at one time carried out by a single person now demands teams of specialists to handle the programming, audio, imagery and other aspects of today's sophisticated games.

I doubt the industry pioneers in 1980 had a good grasp of what was to come in 1981, let alone what would be the norm two decades later. Looking back, I know I was just interested in playing my next game of *Battlezone* (and don't mind saying that I was lucky enough to twice hold the world record score). Could they have predicted that for a few hundred dollars, home consoles in 2001 would not only enable interactive games, but also offer gaming against others anywhere in the world and play full quality movies?

And there's a world beyond the game consoles just around the corner. For instance, Finnish phone giant Nokia announced at the recent E3 that it was offering software tools for the development of games for its wireless phone-based entertainment concept. Just as this issue was being prepped for printing, Sega and Motorola had agreed to partner on Java-based wireless gaming over phones and pagers.

There's a point to be made that all of us have to remain flexible in our thinking—don't get in a rut thinking that today's concepts will remain tomorrow's tradition. Don't lock yourself into popular trends, because they'll likely wax and wane over time.

What will be hot in 2020? I can say for sure that in that year—I'll be 62, if I'm still around—I'll simply be looking for something that's fun to play. I'm sure the same can be said for your customers. **GW**

Coming Next Week:
Jim Loftus determines if it's easier to break your head against a plow or play *Samba de Amigo* while sober.

buzzbox

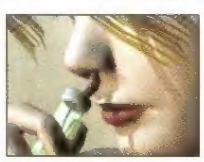
Honey, I Shrunk the PlayStation
Hot stuff coming out of a recent issue of *Weekly Famitsu*, one of the world's most respected consumer gaming magazines. The Japanese publication printed this image of a mock-up of Sony's top-secret "Mini PlayStation." The unit, rumored to be shipping near the end of the year in Japan, is said to feature two key selling points: a lower price and portability. While it is not likely to contain a built-in LCD for viewing, the mini console can be easily transported from one location to another, and its AC/DC ability will allow it to draw power from a wall outlet or from other sources, such as a vehicle's cigarette lighter socket. The size of the smaller system is said to be roughly half the width and half the depth of the current PlayStation. Remember, this image is just a mock-up, but many aspects of the final version should be visually similar.

Dragon Quest VII Frenzy Heats Up
Anticipation is building in Japan for the arrival of Enix's newest installment of its famous role-playing series, *Dragon Quest VII*. After numerous delays, the PlayStation RPG is set to ship on August 26.

Zombies at Sea World?!
Not exactly, but Capcom has decided to reroute development of *Biohazard Zero* from the N64 to Nintendo's upcoming Dolphin system. Whether this means the N64 version of the game has been completely axed or merely "on hold" is uncertain.

Sony Ramps Up PS2 Production
Sony recently announced it has invested an additional 125 billion yen in its PlayStation 2 chipset factory in Japan. The investment will facilitate an increase in PS2 chipset production volume in order to prepare for demand in the U.S. and U.K. when the system launches in November. Once the factory is operating at full capacity, Sony will be able to produce upwards of 2.2 million Playstation 2 units per month, up from the current 500,000 units per month.

Atlus Unveils deSPIRIA
New details on Atlus' latest Dreamcast project, *deSPIRIA*. Taking place 20 years after the Third World War, humans are attempting to survive the biochemical aftermath. The player assumes the role of a female assassin, Alura, who has a special gift, the "Mind Dive." This ability enables Alura to delve into the minds of other characters to retrieve images and information, something which sounds slightly reminiscent of the "Brain Jack" feature in Atlus' first DC game, *Maken X*. *deSPIRIA*'s battle system allows Alura to use both her mind and spirit to destroy enemies. In the same vein as Crave's recent PlayStation thriller, *Galerians*, *deSPIRIA* depicts the usage of fictional spirit and mind altering drugs. The game is expected to release in Japan by the end of the year.



Continued from the Cover

id to Create More Doom

utors to *Doom*." While *GameWEEK* was unable to contact Steed, he did comment on his firing at STOMPED.com. He stated, "My time at id was priceless and no doubt ranks among the most memorable of my life. I hope the ones responsible for this wasteful and pointless act enjoy what they see in that mirror every day. My commitment and dedication to id was unquestioning—people are just blind to their insipid loyalties and petty insecurities."

Kevin Cloud also responded on the Steed firing in his latest .plan. "Although Adrian and I alone made the decision to fire Paul, it is the general opinion among the rest of id that we made the right decision. Paul was not fired as a result of his support of *Doom*. For several reasons, it was time for id software and Paul Steed to part company," said Cloud. "This should have no reflection on Paul's talent as an artist. It goes without saying that he is one of the best modeler/animators in the gaming business." As for Cloud's continuing relationship with John Carmack, he added, "John and I have agreed to disagree, put our differences behind us and move on to make *Doom* the best game we can make it."

Doom II

Final Doom

Even with Steed leaving the company, there is still a great desire among PC gamers for another *Doom* title. According to one poll by a popular PC content site, Shugashack.com, 54% of the respondents said that the next *Doom* game should be made "at all costs."

The game series was born on December 10, 1993, with the release of *Doom*. In 1994, *Computer Gaming World* named *Doom* the Best Action/Adventure game and it received the Golden Triad Award for "In Recognition of the Product's Superior Quality." It also received the Best Action/Adventure Game for 1994 by the Academy of Interactive Arts and Sciences.

id Software followed up *Doom* with *Doom II: Hell on Earth* in October of 1994. Since its release, id has sold over two million copies of the game. In addition, like its predecessor, *Doom II* has also received multiple awards. So, expectations are very high for this next installment in the Doom series.

Keep checking back with *GameWEEK* for more information on the latest *Doom* project. **GW**

Continued from the Cover

EA Involved in Patent Lawsuit

According to the suit filed in the United States District Court in Florida, Tiburon, "upon information and belief, developed and manufactured and has continued to develop and manufacture software products in this judicial district on behalf of Electronic Arts with the knowledge and consent of Electronic Arts, and under the direction and supervision of Electronic Arts, which infringes upon the '796 Patent."

Dickinson is accusing Electronic Arts and Tiburon of using his patent for a "Data Analysis System," saying that this technology was used in much of the software that falls under the "EA Sports" brand name, including titles like *Madden NFL 99* and *Madden 2000*. In addition, the suit states that the "defendant's (Electronic Arts) infringement has been deliberate, willful, intentional and with full knowledge of the existence and validity of the '796 patent."

Even though Dickinson admits that the system that Electronic Arts is using is slightly different, he still claims that it is infringing on his patent. The suit that was filed states that "The only differences between the systems and methods described and claimed in the '796 patent and the infringing products and related components are minor and the possibility of changing the systems and methods described and claimed in the '796 patent in these minor ways while retaining their essential and respective 'function, way and result' would have been obvious to persons reasonably skilled in the area of software, even before such changes were made by the defendant. Therefore, the infringe products sold and distributed by Electronic Arts infringe the '796 patent under the doctrine of equivalents."

GameWEEK was able to obtain a copy of Dickinson's patent, detailing what specifically the patent entailed. His "Data Analysis System" is "a data system adopted to accept certain first data associated with a game situation and to forecast future plays in athletic contests." The patent has three parts to it. First, the system is to "provide a computer based and/or automated data system which can be used to make accurate forecasts of future plays in athletic contests and which can store and retrieve past plays and associated game situations." The second part of the system is to "provide a system that can rapidly forecast future plays in athletic contests for a multitude of different game situations." Lastly, the system can "be adapted to use in a wide variety of other applications associated with non-athletic events."

While this case has just started, this is not the first time that Dickinson has taken a game company to court over this patent. When *GameWEEK* was speaking with Mr. Dickinson's attorney, John G. Chupa of the Michigan-based law firm Chupa & Alberti, P.C., he had mentioned that Dickinson filed a similar lawsuit in a Texas court against Acclaim Entertainment. However, when *GameWEEK* asked how the suit was settled, all Chupa could say about the case was that it was no longer active but he could not discuss it in any more detail. *GameWEEK* attempted to contact Acclaim about the suit, but our phone calls were never returned.

GameWEEK was able to contact Dickinson at his home in Ann Arbor, but he would say only that his lawyers had advised him not to comment on the impending lawsuit against Electronic Arts. Also, by the time this issue went to print, Electronic Arts did not return *GameWEEK*'s calls regarding the case. **GW**

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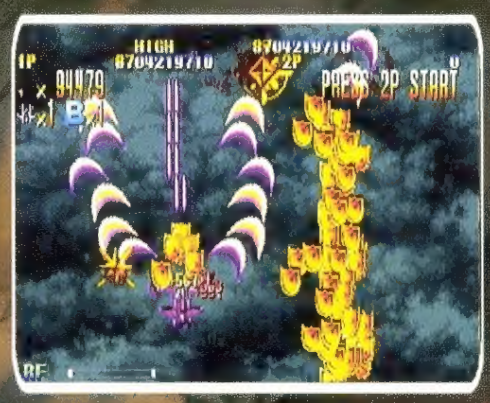

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CoreMagazine.com

By Dane Baker and Dennis Day

JAPAN NEWS BRIEFS

As GameWEEK's newest content partner, CoreMagazine.com will be bringing the very latest software development news from overseas each and every week.

PlayStation2 Software Sales Plummet
According to a recently conducted BCN study in Tokyo, sales of PlayStation 2 software have fallen at an alarming rate. The week of March 4, when the PlayStation 2 launched in Japan, PS2 software sales represented approximately 49% of the console software market. By the third week of March, however, PlayStation 2 software sales plunged to 7.7%. The study attributes this severe drop to a shortage of PlayStation 2 hardware. Based on a study of 288 stores in Tokyo, however, PlayStation 2 software sales haven't improved since then, and, in fact, they've slightly worsened. According to figures released for May, PlayStation 2 software sales represented approximately 7.4% of all console software sales for the month. The study attributes this to strong DVD movie sales, and the continued sales strength of original PlayStation software.

Dreamcast Lockout?
According to videogame retail representatives in Hong Kong, China, several recently released Dreamcast titles are incompatible with variations of the Dreamcast mod chip. To date, several versions of the Dreamcast modchip have been released, ranging from four to 26 wires. From what we've been told, Asian/Japanese model Dreamcast systems modified with several variations of the Dreamcast mod chip are unable to load two game titles in particular: *4-Wheel Thunder* and *Tony Hawk's Pro-Skater*. It is believed that American game developers are incorporating new boot techniques to defeat the mod chip's ability to load American software on systems from Asia and Japan. It's currently unknown if Japanese game developers are planning to include similar routines aimed at preventing modified American Dreamcast systems from running their software, but we'll keep you posted.

Sega Hunting Down Resident Evil?
It's currently unconfirmed, but reports out of Japan are suggesting that Sega is developing a top-secret action/adventure game for Dreamcast called *Head Hunter*. The game is said to revolve around the familiar "survival horror" theme most associated with Capcom's Resident Evil series and run via the same graphics engine that powered Yu Suzuki's *Shenmue*. *Head Hunter* will reportedly allow the player to move freely throughout the game's environment to visit various locations as well as travel about using vehicles like a bicycle.

X Marks the Spot for Capcom
As one of the developers signed on to develop content for Microsoft's X-Box game console, Capcom announced in Japan that it had received its X-Box development kit.

Sierra Game Gets Off the Ground
Sierra is in the process of porting its real-time strategy PC game *Ground Control* to the PlayStation 2. In *Ground Control*, up to four players manage tactical squads of foot soldiers, mobile units, aircraft and support units as they attempt to secure control over a distant planet. The PS2 version of the game will feature exclusive new game play elements and enhanced graphics.

Sega's Development Teams Gain Independence

Could this be the first sign of Sega developing for competing platforms?

By Jim Loftus

Sega's creative forces are splitting. That, according to a report on Reuters, is how Sega plans to keep a close watch on profitability. The report revealed that Sega Enterprises plans to split its software R&D divisions into nine local units beginning in July. The company's video arcade (coin-operated) departments will also be affected, dividing into five separate companies in October. The restructuring is being made in an effort to improve profitability of each individual unit and to closely monitor each department and increase accountability for earnings that result from each project. Each financially independent development house will report directly to Sega's parent company, CSK Enterprises.

In markets of ever-increasing competition, restructuring of this magnitude may not happen every ten minutes, but it's not that uncommon either. In addition to Dreamcast-related reasons for the move offered up by Sega, could it also be that in the future, Sega-branded software might be seen gracing the competition's hardware? Maybe. *Sonic Pocket Adventure* was published on SNK's Neo Geo Pocket Color late last year, but more interestingly are the comments from one of Sega's own. In an exclusive interview conducted with Yuji Naka (see *GameWEEK* 6/12, p. 42), *GameWEEK* learned that in the pursuit of profitability, anything could happen. "My main focus is Dreamcast, but Sonic Team is separating from Sega, so anything is possible," Naka stated. When asked about whether he would consider developing content for systems such as Dolphin or X-Box, Naka answered "I do not think very highly of PlayStation 2. There have been many problems with it. With Dolphin and X-Box, however, there is a possibility. Who knows? If I did decide to do something outside of Dreamcast, I would be inclined to go in that direction, yes." **GW**

Sega's Yuji Naka

Only the Names Have Been Changed....

The list of departmental changes taking place at Sega Enterprises starts in July. Note that AM2's name remains, as it already separated from Sega last year, weeks prior to the release of Shenmue.

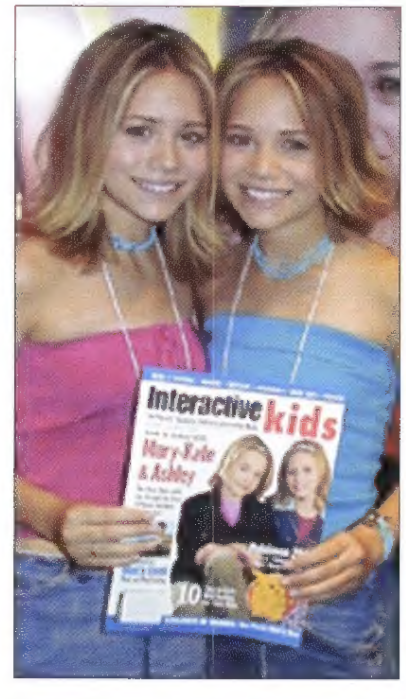
Old Name	New Name	Notable Properties Include
AM1	Wow	*The House of the Dead, The House of the Dead 2, Harley Davidson & L.A. Riders, Zombie Revenge*
AM2	AM2 (same)	*Outrun, Virtua Fighter* series, *Virtua Cop* series, *F355 Challenge, Shenmue*
AM3	Hit Maker	*The Lost World: Jurassic Park, Virtual On: Oratorio Tangram*
AM4	Amusement Vision	(data unavailable)
AM5	Sega Rosso	*Daytona 2*
AM6	Smile Pit	*Jet Grind Radio*
AM7	Over Works	(data unavailable)
AM8	Sonic Team	*Sonic* series, *NiGHTS, Burning Rangers, Samba de Amigo, Phantasy Star Online*
AM9	United Game Artists	*Space Channel 5*
Wave Master	Digital Media	(data unavailable)

Olsen Twins Sign Autographs

Siblings popular with young gamers

By Steve Traiman

Acclaim Entertainment launched its Club Acclaim last summer, in order to diversify into the girl gamer market from its impressive action and sports game genres, with Mary-Kate & Ashley's (The Olsen Twins) own Dualstar Interactive company directly involved. Christina Recchio, Club Acclaim marketing manager, acknowledges that getting the very savvy girls with a very high Q recognition score "was the key to success in reaching our target market of girls age 5-12." The twins were on hand for a whirlwind day of photos and interviews at the Club Acclaim area of the company's E3 exhibit. After the successful release of their first PC and two Game Boy Color titles, they previewed the upcoming fall release of their first PlayStation title, *Mary-Kate & Ashley Magic Mystery Mall*. **GW**



Mary-Kate and Ashley Olsen show off the cover of* Interactive Kids*' premiere issue with their "guest-written" feature on "what's new?"

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RP
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NINTENDO 64

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www.turok.com

Multimedia Helps Online Gaming

Increased media usage by broadband users is good news for game networks and publishers

By Paul Palumbo

Multimedia "usage" by broadband customers online far outpaces that of narrowband users, which offers publishers, game networks, game sites and rights holders of all stripes a lot more flexibility in designing both experiences and customizing the business models in the connected economy, whether targeting mainstream or hard-core gamer constituencies.

There are far fewer broadband users (about 2.6 million today) than narrowband Internet users, but research indicates that higher bandwidth availability translates into more rich media accessed per unique broadband user, and that behavior has significant implications for the entire game food chain. For example, according to Digital Broadcast and Programming/Webcast Track, visitors to movie, sports, Internet TV, news and information sites at narrowband rates consume about .4 video streams per month.

For broadband users, the usage index (media streams served divided by total unique users to these entertainment sites) is about 5.5 streams per month. That's quite a difference (see graphic below).

Greater usage per unique broadband user means that more ad inventory can be delivered, and coupled with a higher CPM (cost per thousand eyeballs reached) for rich media suggests that game sites, destinations and networks currently selling banners against videogame content could generate significantly more advertising revenue and increase the bottom line, even though bandwidth (hosting and serving) costs will go up.

"When we go to broadband, people are going to want to play more," says Gabrielle Mitchell, director of network marketing at Sega.com. "They are going to be able to play games that they can't play now. They can download and take part in activities they can't do now. Broadband opens up an incredible world for Sega. It allows us to build out our franchise characters, and do things with them online that we can't do now." "If you add in the content, the stickiness to our sites will increase. The overall community improves and changes, but the games still have to be good. Strong community based support, such as chats, won't change much, but we'll be able to add more eye-catching types of stuff," Mitchell adds.

BROADBAND "WHEN," NOT "IF"

While there is a lot of debate about when a meaningful installed base of broadband users will arrive, and then bandwidth in residential markets will increase, there are a multitude of suppliers targeting that potential high-speed customer base.

With DSL providers scaling up, datacast ventures ready to roll out, AOL Plus in a launch mode, cable modem and high speed networks being installed by so called "over builders" (networking companies that have been granted rights to supply cable service within existing cable TV markets) and the two main providers of cable modem service today (@Home and RoadRunner) adding more subscribers, there will be a number of ways to deliver game content to compatible local store and play devices.

It's not going to happen overnight. There is currently excess demand for broadband. In other words, everyone who wants it, or would pay for it, still can't get it. And, when they can get it, installation and troubleshooting cycles can take weeks.

These are certainly consumer problems, but they won't change the demand and adoption patterns for higher speed residential services when they are available. Take rates are going to be strong.

"There is going to be a big change in the business, but it will be in 5-10 years, not 1-3 years," says David Cole, president of research consultancy DFC Intelligence. "The whole nature of the types of games people will play will change. There will also be new audiences playing more high-end games. There is a demand for user-driven entertainment, and that will only increase as experiences get better. Look at all the trouble people go through now to watch streaming video on the PC at narrowband rates, and yet, they do it."

FIRST-PARTY CONSOLE PUBLISHERS "GET" CONNECTED

First-party console publishers, such as Sega, Sony and Microsoft, have different approaches to extending the value of their core brands into connected environments, but all share one common belief: The world is getting more connected everyday and publishers have to find ways to exploit that fact. Consider Take-Two Interactive. Along with the NDS Group, Take-Two has agreed to jointly market and promote direct-to-home multiplayer games. The company's Broadband Studios subsidiary has developed an online platform and server, which will be integrated with NDS' MediaStorm IP datacasting platform, using satellite distribution initially.

Sega is a backer of connected console gaming, but is using a "migration up the bandwidth curve" strategy. "This is the first time the console industry has been able to functionally embrace online, and bring the games online in a way that competes and actually surpasses what has come before it on the PC side," commented Mitchell. "PC gaming exists, but you're primarily playing people over a LAN. We're saying you can dial-up into a network and get great game play, and that's different. There will not be wide availability of broadband by 2003 or 2004. What Sega is saying is that we can deliver the online gaming experience that is comparable to a broadband experience, but at narrowband rates, and we can do it this year."

For its part, Sony has stated publicly (although the company has been vague about specifics) that it plans to use the PlayStation 2 to form the basis of an e-distribution network, with consoles potentially hooked up to a broadband service, and adding a hard drive storage option for digital downloading.

Microsoft's X-Box will ship with a hard drive (about 8 Gigabytes) which will give gamers that download option right out of the gate. And, with more and more college students accessing the Internet through universities, that will be an attractive demographic to promote those types of integrated game play and bandwidth services to, since they already have experienced higher bit rates and will now expect it.

It's still a narrowband world on the Internet, but in the long term, publishers and site developers are really in the business of inventory frequency and increasing length of view online; a more wired world should deliver that business to them in a big way, which moves the industry more squarely toward an ad based model that will more than incrementally add to the bottom line. **GW**

Types of Broadband Access Into Residential Access

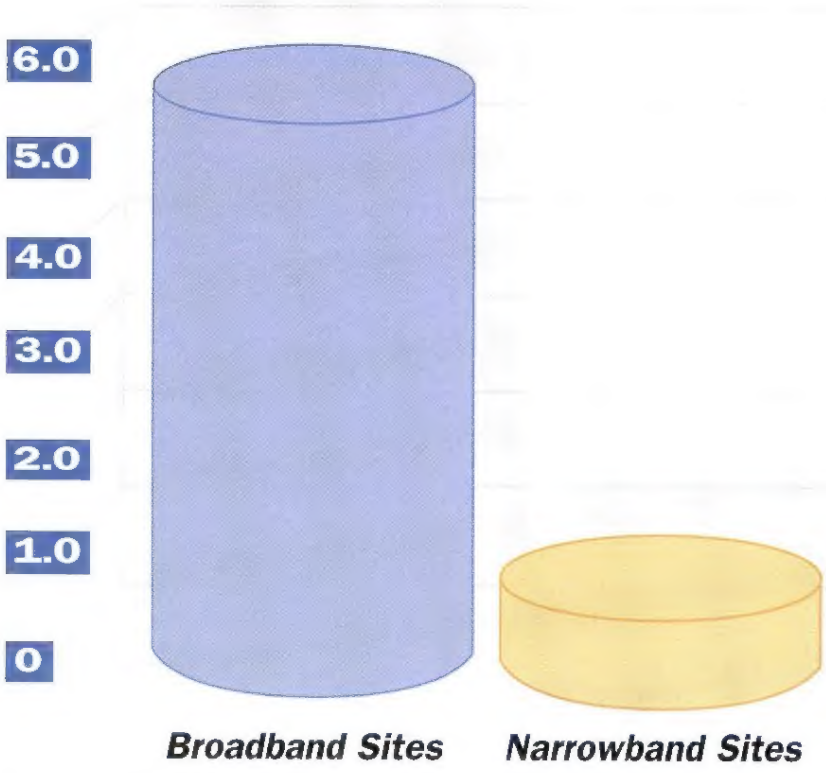
Platform Type	Providers
DSL	Covad, Rhythms, Northpoint,Telcos
Cable Modem	Time Warner, Excite@Home
Cable overbuilders high speed cable	ICTV, Grande, WIN, Advent, Networks, RCN
Datacasting	iBLAST, iCAST, Geocast, MediaStorm
AOL Plus	AOL

Source: Compiled by Paul A. Palumbo

The potential for increased ad inventory/impressions delivered across a more active user base tuning into a better game experience should have the following results:

- Boost the deployment of ad serving technologies for in-stream messaging;
- Imply greater reliability (the technology doesn't break and game playing is made more fun), which will reduce churn;
- Result in greater "length of view" (gamers staying connected to sites and brands for longer periods of time, which has value);
- Offer greater opportunities for IP PPV or digital download relationships/windows with publishers who might consider going "day and date" with retail release.

Video Streams Served/Unique User



Source: DBP/Webcast track

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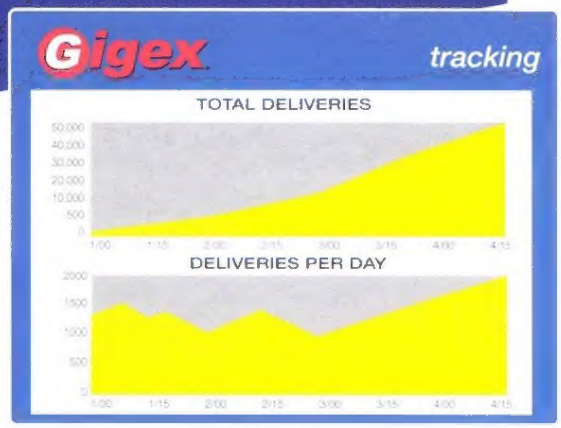

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PR INSIDER

Hints for Industry Public Relations Professionals

by Erica Kohnke

The Art of the Press Junket

How to plan a trip with editors and make it great

It is six o'clock in the morning when you receive the call. The telephone's ring echoes in the tiny hotel room, and you pull the entire phone to the floor as you lift the receiver. You yawn into the receiver, too tired to even say hello. You had just gone to bed 45 minutes earlier.

"We're all in the lobby waiting," your boss says. "I need to track down three missing editors, and be on the bus in 15 minutes."

What have you done? Could you possibly be in the middle of another press junket, complete with travel nightmares, stray sheep, bungled demos and a semi-permanent hangover? Take heart. The junket experts on both the PR side and the editorial side of the equation have teamed up to fill this month's "PR Insider" with advice that might just turn your junket nightmare into a publicist's dream.

Can you get great ink, stronger relationships and a stress-free vacation experience by throwing a media junket? Absolutely not. But with the proper reasoning, meticulous planning and respectful execution, you just may live through it—and boost your game's coverage while you're at it.

The absolute, most important thing to provide at a junket is CODE. Specifically—when you can show off game play that has not been seen before. This can mean the first code of a new game, or much-advanced code on a previously announced product. But if you show up with has-been code, you run the risk of wasting a lot of people's time.

Ideally, you'll be able to show off more than one game. "The best reason to have a junket," says Heather Hawkins, manager of Gaming Press Relations at Sega of America, "is to show off several products. It's also best to announce company news and to show the gaming press things they haven't seen before."

WHO TO INVITE

There are many people who are attending your junkets who shouldn't be. These "hangers-on" cost your company money, and their presence can degrade the quality of the trip. You need to be careful and not operate from hand-me-down invitation lists. Who is truly going to produce quality ink for your game?

When you are introducing code, it makes the most sense to have one senior editor from each publication represented at your event. When possible, you may want to consider asking an editor to cover the junket for more than one publication—it may not be necessary, in other words, to bring in multiple editors from affiliated sites. While there is no ideal number of people to invite on a junket, you need to exercise careful judgment throughout the invitation process.

Mike Meyers, director of PR for The 3DO Company, recommends keeping your numbers small. "I personally prefer to have a few key journalists, so they can each get more time with the developer or sports celebrity we're highlighting."

You will also need to be careful to respect a publication's "freebie" policy, which can be fairly strict. Specifically, Imagine Publishing and Ziff-Davis maintain a policy whereby their editors cannot accept plane tickets or hotel rooms from a publisher. Additionally, they are not allowed to keep gifts valued over $50. This makes a lot of sense for them on a lot of levels—journalistic integrity dictates that their opinions not be swayed by trips abroad or swank dinners.

That said, if you've got something that's never been seen before, they will pay their own way so that they are not left out of the loop on a new game.

"Anytime there is something new that we haven't seen, we'll go," says Dan Morris of *PC Gamer*. "But if you're going to fly us to Japan to watch Sumo wrestlers, we can't justify it." Morris echoes a popular sentiment among gaming editors.

"We never accept free trips for anything," says George Jones of *Computer Gaming World*. "But we will fly to one if it's worthwhile." And, he adds, if there isn't someone in that location who can cover the story for them instead. His magazine was recently invited to Spain to see two new games, but he sent a European partner to get the story for them.

Because freelancers are more likely to be able to attend, as they are not usually barred from attendance by corporate rules, it usually makes sense to bring a few top independent writers. Here, you must be particularly careful that these writers are actively pitching your stories to editors, and following up with them afterwards as well. While no one is able to promise ink in exchange for the trip, you need to make sure you are spending your junket budget wisely.

Also, if freelancers accept paid junkets from your company, they may not be able to cover that particular game for certain pubs. According to Matt Firme, VP of Imagine's Entertainment Division, independent writers who accept paid junkets automatically disqualify themselves from writing about that product in any Imagine publication.

WHERE TO GO

Here's the kicker—maybe you should do it in San Francisco. It's exotic here—and there are enough event options to make your party stand out from the rest. Tom Russo of *Next Generation* recommends the SF approach. "This seems to be a good solution on the press side, as no travel is required on the part of the Bay Area-based enthusiast press, and these events can be attended outside of normal office hours."

Otherwise, an out-of-town developer's studio can be a perfect setting for an editorial trip. "Our developers are located in different places," says Sandra Yee, director of PR and Corporate Communications for Ubi Soft, "and that makes a good anchor for a junket." Yee has led successful trips abroad with editors to visit Ubi Soft developers.

Also, a developer's story is most compelling when the editors meet the whole team on their turf. For example, when Brian Rizzer, a PR Manager at Eidos, brought a group of editors to a development facility in Los Angeles, he walked away with four separate cover deals. "When you take somebody to a studio and they get to see how excited the developers are—that's when you get the really good stuff," he says.

EXPERT TIPS TO CREATE THE PERFECT JUNKET

- Bring PR people. Hawkins recommends a minimum 5:1 ratio of media to PR in order to make sure that everyone is taken care of, and that you give editors individual attention. "You want them to feel like they get one-on-one time," she says.
- Let up on the schedule. Some PR professionals feel they need to fill up every moment of the journalist's trip with activities. This is stressful for everyone, but mostly for you. "Break up the time you are presenting with plenty of fun," says Meyers. "Bringing editors somewhere like Disneyworld and locking them in a hotel suite is unconscionable."
- Let them stay in town. You're right to be sensitive to an editor's time, but it may be a waste of resources to simply fly an editor in for a two-hour meeting, then shuttle them directly back to their hometown. If they can stick around, you should invite them to stay over and share dinner with the development team, or take in the sights of the city. One publicist filled her pockets with quarters and took a group of editors to an arcade overlooking the ocean—it took a couple hours, and made a lasting impression.
- Reconsider your location. "Local and justifiable" is the mantra one PR veteran enjoys. You may experience the best editorial turnout if you limit yourself to San Francisco.
- Fill the place with developers and execs. Editors all say the same thing—they want to meet informally with the people that are ordinarily hard to reach. One writer's most recent favorite was a Sierra junket in L.A. that afforded him "ample time to meet with the developers, executives and play the game." Columnist Steve Kent agrees. "I always ask, 'Will I get an inside glimpse of an operation or some other story that my readers would want to see?'"
- Have a hometown contact. Jeff Young, a freelancer for several publications, including *USA Today*, had a negative experience on a junket when his travel plans were botched, and the PR agency who had made the reservations was unreachable. So, he says, "it is imperative, whenever holding an event, that a contact number be given and that a knowledgeable, helpful person be available at that contact number." He also recommends allowing some writers to make their own reservations with your travel agent.

So bring the code, invite the top editors and plan to be "local and justifiable" with your next junket. You just may find that you'll wake up the morning after the editors have flown home safely, and hit the "snooze" button with a smile… every time. **GW**

Erica Kohnke is the Vice President of Linn Public Relations in San Francisco, an agency specializing in interactive entertainment.

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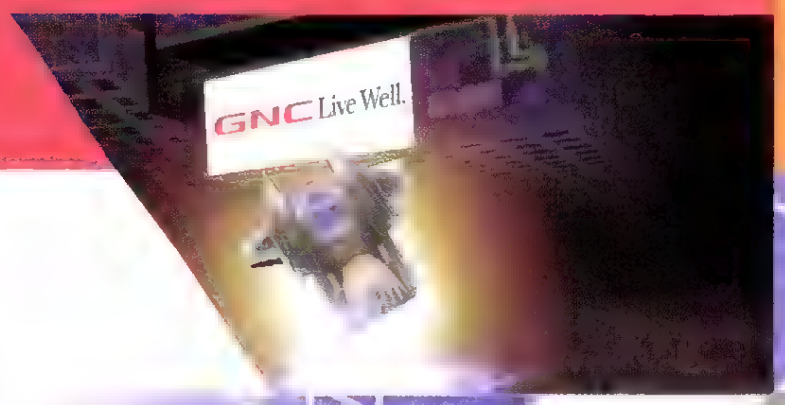

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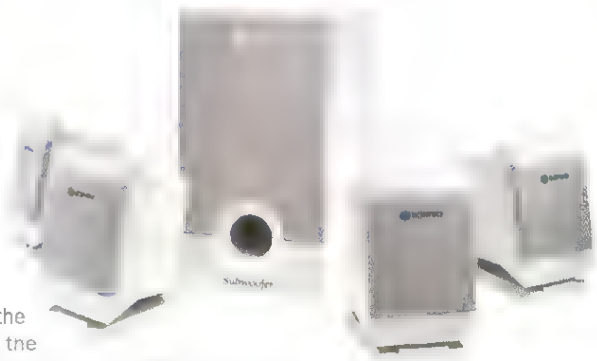
ACCESSORY MARKET

The Retailers Guide to Game-Related Peripherals

Sponsored by: nYko JOYTECH

by Ben Rinaldi

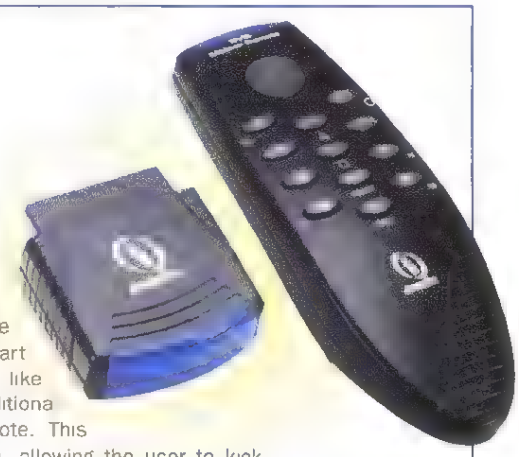
4.1 Game Zone Sound System



Manufacturer: Kinyo
Contact: 626.333.3711
www.kinyo.com
System(s): PC, DC, N64, PS
MSRP: $69.99
Availability: Now

Ask any gamer to tell you what the most important aspect of the videogame playing experience is (aside from graphics) and they'll most likely say that audio is a top priority. Crystal-clear sound samples and a kick ass soundtrack are what elevate a good game to a truly memorable experience. That said, consumers are always on the lookout for the latest and greatest sound technology to enhance their game playing. Enter Kinyo's 4.1 Game Zone Surround Sound system. This compact and powerful system delivers a total of 27 (RMS) watts of clear sound from 20kHz all the way down to 50Hz. The 4.1 discrete channels do a fine job of delivering pounding theater-like bass and sound effects.

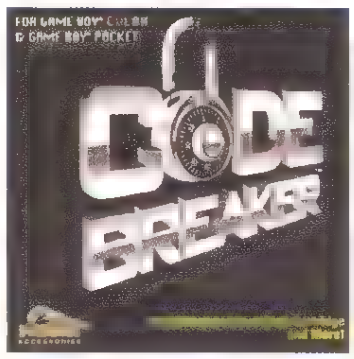
Master DVD Remote



Manufacturer: InterAct
Contact: 410.238.2424
www.interact-acc.com
System(s): PlayStation 2
MSRP: $19.95
Availability: October 26, 2000

By now, everyone knows that Sony's PlayStation 2 will double as a set-top DVD movie player, in addition to being a state-of-the-art videogame machine. As such, companies like InterAct are capitalizing by releasing non-traditional PS2 peripherals like this Master DVD Remote. This sleek little device uses infrared transmission, allowing the user to kick back and relax while watching DVD movies. It features 16 DVD function buttons, game port IR, IR transmission indicator and an LED screen.

Code Breaker



Manufacturer: Pelican Accessories
Contact: 323.234.9911
www.pelicanacc.com
System(s): Game Boy Color
MSRP: $29.95 • **Availability:** Now

Who says cheaters never prosper? It's certainly not Pelican Accessories that is encouraging all those Game Boy Color owners out there to cheat their little heads off with a device called Code Breaker. This tiny cart packs quite a wallop by allowing users to access cheat codes of more than 200 GB games, including some of the more popular Pokémon titles. If a cheat for a certain game isn't included, there's an option to generate new codes or simply download them from Pelican's specially designed website, pelicancodebreaker.com. The only small complaint we have with Code Breaker is its design, which is bulky, making Game Boy awkward to hold

Panther DC

Manufacturer: Mad Catz
Contact: 800.831.1442 • www.madcatz.com
System(s): Multiple • **MSRP:** $39.99
Availability: September 1, 2000

Dreamcast has a plethora of first person shooters heading this way over the coming months and in order for gamers to take full advantage, they need the right controller (the standard DC pad just won't cut it). Enter Mad Catz and its Panther DC. Modeled after the Panther XL for PC, this ergonomic controller features a 3D control ball to look around environments and a high-performance joystick to strafe and frag enemies with ease. Additionally, it offers 16 digital action buttons, six analog control functions and a VMU slot.

Docking Station

Manufacturer: InterAct
Contact: 410.238.2424
www.interact-acc.com
System(s): Dreamcast
MSRP: N/A • **Availability:** Now

When InterAct says it's got the biggest Dreamcast memory card on the market, it's not kidding. The Docking Station includes a mind-boggling 3200 blocks of memory, giving it 16x more memory than any standard VMU available. It doesn't end there either. InterAct went the extra mile to make the Docking Station compatible with PCs so users can go online and download game saves and cheats from InterAct's official code and strategy site, www.gameshark.com. Once downloaded, they can be stored in the Docking Station for immediate use in DC games. Brilliant!

The Saitek X36

Manufacturer: Saitek
Contact: 310.212.5412
www.saitekusa.com
System(s): PC
MSRP: $99.95 • **Availability:** Now

Targeted at high-end PC users, the X36 USB control and throttle combo is identical to its serial based counterpart, with the exception of the new USB connection. The X36 is not for the newbie, with its 54-button settings, 12 hat choices and six rotary functions through the SGE ("Saitek Gaming Extensions"). And with all the customization options, Flight Simulator fans are sure to take a liking to this con a pass on the X36 due to the somewhat steep $99 pric

GameWEEK Accessory Market is an overview of game peripherals for the home videogame and PC market. Accessory Market is meant to provide current information regarding the product and its potential at the time of its release. It also represents the status of the product's current marketability. Accessory Market is by no means final judgment on a product and should not be solely used by retailers to base buying decisions on.

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RETAIL BUYER GUIDE

Picking the Games That Will Bring in the Profits

Sponsored by: GATHERING OF DEVELOPERS

GameWEEK RATING SYSTEM

A game play and design A "must have" product

B the

C

D

F

Daikatana

PC · MATURE M · GW C+ RATING

Publisher Eidos
Developer Ion Storm
Available N/A
Genre FPS Shooter
No. of Players Sing
Multiplayer
MSRP $29.95
Contact Info
www.eidos.com
415.547.1200

Rundown Playing as Hiro Miyamoto, the p
to find the long-lost sword Mpowered by the real very
At the
At the water

Hype & Marketing One of the most over hyped games in history, *Daikatana* has no trouble in the name recognition department. Eidos has put a modest marketing budget behind the title.

Sales Pitch "While it's not the game that you or ginally thought it was going to be, you might want to play it

Competition *Quake III Arena, Unrea*
Codename Eagle

BOTTOM LINE

Even if this had been released two years ago, it still wouldn't have been cutting edge. This game will still move some copies due to the attractive price point and curiosity factor. –Pete Gallagher

Koudelka

PS · MATURE M · GW B RATING

Publisher 1 grames
Developer Sacnoth/SNK
Available July
Genre Adventure/RPG
No. of Players 1
MSRP $
Contact Info
www.infogrames.com
408.985.1
Other 4 CD-ROM set

Rundown *Koudelk*
tional RPG t m based
tracters, flashy magic spells and a wel
to engross the player.

Hype & Marketing Ads are set to appear in *GamePro, EGM, Expert Gamer, OPM* and *PSM* during the June, July and August issues. A pre-sell program has also been underway at the reta level.

Sales Pitch With its creepy story and atmospheric setting, *Koudelka* s
played in the dark.

Competition
RP

BOTTOM LINE

Koudelka is a well designed game in all areas, but it will have to get past the hurdles of marketing, the initial slow pace and the merging of two genres. –Marty Chinn

Evolution 2: Far Off Promise

DC · EVERYONE E · GW C+ RATING

Publisher Ubi Soft
Developer Sting
Available June 28
Genre RPG
No. of Players 1
MSRP $49.95
Contact Info
www.ubisoft.com
415.547.4000

Rundown The seq
The
most other RP
te
anything innovat
however
not hard-core
'o
set

Hype & Marketing A healthy print campaign runs in mor
mans and will continue through the holidays. Strong online presen
RP
qualify for a free ma
D

Sales Pitch If you liked the first game, you'll definit
graphics are better, the characters are more interestin

Competition Not
the o
other choice
Arcana and

BOTTOM LINE

It's no secret that the RPG genre is severely lacking on Dreamcast. With Evolution 2's simplistic story line and play mechanics, things aren't getting much better. –Tom Ham

Threads of Fate

PS · EVERYONE E · GW B+ RATING

Publisher Square EA
Developer SquareSoft
Available August 15
Genre RPG
No. of Players 1
MSRP $39.95
Contact Info
www.squaresoft.com
714.438.1708
Other Dual Shock Support

Rundown
and a com
Prism an artifact t
ters players explo
talk with
after mo
their 3D platform skills with the game's many jumping style puzzles.

Hype & Marketing Square is backing the game with extensive print ads in all major gaming pubs. The pre sell campaign at EB, Babbage's and Funcoland s
who pre-order will receive a free mus
n the *OPM* demo CD (June

Sales Pitch If you lik
brainer
the graphics a

Competition *Chrono Cross*
Dragoon, Wild Arms 2, Rhapsody: A Musica
d be this many RPG ch

BOTTOM LINE

Why SquareSoft insists on shipping so many RPGs so close to one another remains a mystery; however, with quality titles like Threads of Fate being released, we're not complaining. –Tom Ham

Gauntlet Legends

DC · TEEN T · GW B- RATING

Publisher Midway
Developer Atari Games
Available N/A
Genre Act or
No. of Players 1-4
MSRP $49.95
Contact Info
.com

Rundown
me the role of one of four
cs, sound and music, the basic game play premise of
's controlling a wizard
warrior or archer player
3D
ments
power-ups and hidden areas
and N64 versions didn't
at least playable and

Hype & Marketing
P
ving away five pewter Gauntlet figurin

Sales Pitch "Honestly, this is the perfect *Gauntlet Legends* arc
ence. Forget about all the other versions.

Competition There's really nothing like it on Dreamcast at th

BOTTOM LINE

Although it's not exactly the deepest game in the world and is rather repetitive, Gauntlet Legends is still great for those in need of a quick hack-n-slash fix. –Tom Ham

Fur Fighters

DC · TEEN T · GW C+ RATING

Publisher Acclaim
Developer Bizarre Creations
Available June 29
Genre Act
Adventure
No. of Players 1-4
MSRP $39.95
Contact Info
www.
.com

Rundown *Fu*
their furry families fro
Kazoie
have been (shall we say "borrowed") including the sounds (if wkens (if they
like Banjo's musical notes) and the wretched "gleeb e gork" voice acting.
Also, since characters have their own abilities, players must constantly switch back
and forth to comp
ch level. The graphics are not as sharp as they could be
either (*Sonic Adventure* is far better looking and it was programmed before the
Dreamcast specs were even final.) On the positive side, *FF* does have a pleasant
able multiplayer split screen deathmatch option.

Hype & Marketing Marketing will mainly consist of print ads in the major
er gaming publications.

Sales Pitch
f you liked *Banjo-Kazooie* but want to blow the
stuffing out of cute

Competition Act on
terplay's *MDK 2*
the closest thing to *Fur Fighters* right now
ast, but *FF* is targeted at a younger crowd.

BOTTOM LINE

With some fine-tuning and a few original ideas, Fur Fighters could have had stronger sales potential. Its problems may cause some consumers to keep their money in their wallets. –Bryan Intihar

IEMA

Interactive Entertainment Merchants Association

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July 19-21, 2000

Walt Disney World Contemporary Resort • Orlando, Florida

Senior management, merchandising and purchasing department personnel from the following retail companies have committed to attend:

Babbage's ETC—Dorren Mckenzie, Bob Mckenzie, Roxanne Koepsel, Dan Dematteo

Best Buy—Lisa Hancock, Jill Hamburger, Terry Langenberg, Stephen Williams, Stephanie Hegstrom

Blockbuster—Steve Ludneen, Brian Woodrick, Wendy Perry, Eric Bright

Buy.com—Dan Freeman, Daren Hill

CompUsa—John Lastroscio, Jennifer Mirabelli

E Toy's—Jane Salzman, Jodi Barrett, Becki Hendren, Christian Carol

Electronic Boutique—Jeff Griffiths, Jerry Madaio, Renee Ornce, Sharon Gamble, Jason McHutchison, Liz Osullivan, Pete Rothmire

FuncoLand -Kevin Connelly

GameDealer.com—Marc Daniels

Half.com—David Feller

Hastings—Steve Hicks, Victor Fuentes

K-mart—Darlene Humphrey, Pam Benfiled, Joyce Dillon, Tim Kause

Meijers—Ray Gawel

Sears—Ray Brown, Dwayne Vanalen, Mike Rawa

Shopko—Steve Boyea, Paul Cook

Target John Walbrun

Toy's R Us—John Sullivan, Lucky Vonrey, Chris Armstrong

Urbanfetch—Eric Lampel

Wal-Mart—Bill Kerr, Mark Larson, Ryan Peterson, Kevin Sanderlin

Wherehouse Entertainment—Robert DeVere

INDUSTRY INFORMATION

Game Rentals • Calendar of Events • Consumer Publications

VIDTRAC's Top 25 Renting Games

For the week ending May 28, 2000

Rank	Game Label/Title	Publisher	Street Date	Turns Nat'l (Thous)	Rev Nat'l (Thous)
1	N64/Pokémon Stadium	Nintendo of America	Mar '00	117.26	$508.21
2	N64/Excitebike 64	Nintendo of America	May '00	85.77	$388.10
3	N64/Tony Hawk's Pro Skater	Activision	Mar '00	79.63	$347.09
4	PSX/Syphon Filter 2	989 Studios	Mar '00	67.15	$297.04
5	PSX/Star Wars Episode 1: Jedi Power Batt	LucasArts Entertainment Inc.	Apr '00	65.36	$294.25
6	PSX/WWF Smackdown	THQ Inc.	Mar '00	66.98	$291.34
7	N64/Mario Party 2	Nintendo of America	Jan '00	59.93	$263.83
8	N64/Super Smash Bros.	Nintendo of America	Apr '99	55.25	$235.52
9	N64/Army Men Sarge's Heroes	The 3DO Company	Sep '99	49.49	$212.45
10	PSX/Army Men: World War	The 3DO Company	Mar '00	44.28	$195.40
11	N64/WWF Wrestlemania 2000	THQ Inc.	Nov '99	42.50	$183.87
12	PSX/Grand Theft Auto 2	Rockstar Games	Oct '99	38.86	$183.22
13	N64/All-Star Baseball 2001	Acclaim Entertainment	Mar '00	37.29	$168.37
14	PSX/Tony Hawk's Pro Skater	Activision	Sep '99	36.76	$152.24
15	PSX/MLB 2001	989 Studios	Mar '00	32.44	$147.27
16	PSX/Triple Play 2001	Electronic Arts	Mar '00	32.77	$145.60
17	N64/Rainbow Six: Tom Clancy's	Southpeak Interactive	Nov '99	31.42	$139.80
18	N64/Donkey Kong 64	Nintendo of America	Nov '99	28.94	$121.90
19	PSX/Need for Speed: Porsche Unleashed	Electronic Arts	Mar '00	26.65	$119.35
20	PSX/Tomorrow Never Dies	Electronic Arts	Nov '99	26.82	$115.05
21	N64/Jeremy McGrath Supercross 2000	Acclaim Entertainment	Feb '00	27.65	$113.52
22	PSX/Driver	GT Interactive	Jun '99	26.91	$111.73
23	GBC/Pokémon Trading Card Game	Nintendo of America	Apr '00	26.83	$106.58
24	PSX/Medal of Honor	Electronic Arts	Nov '99	24.37	$105.50
25	PSX/Dukes of Hazzard: Racing for Home	Southpeak Interactive	Dec '99	24.07	$102.18

Rental Index shows the relationship of game titles against the top ranked title.

Consumer Publications

An Express View of Software Ratings from Leading Consumer Magazines and Websites

TITLE	PUBLISHER/SYSTEM	MAGAZINE	RANK	MAGAZINE	RANK	MAGAZINE	RANK
MDK 2	Interplay/DC	Gamers' Republic	A-	Next Generation	4/5	Incite	4/5
MediEvil II	SCEA/PS	PSM	3/5	OPM	3.5/5	Next Generation	3/5
Mr. Driller	Namco/PS	PS Extreme	83/100	PSM	3.5/5	OPM	4/5
Nightmare Creatures II	Konami/PS	OPM	2/5	Incite	4/5	Gamers' Republic	B+
Street Fighter EX2 Plus	Capcom/PS	PS Extreme	93/100	OPM	3/5	PSM	3/5
Strider 2	Capcom/PS	Incite	3/5	EGM	6/10	PS Extreme	93/100
Vagrant Story Square	EA/PS	Next Generation	5/5	PS Extreme	98/100	PSM	4/5
Wild Arms 2	SCEA/PS	EGM	7.0/10	Incite	3/5	OPM	3.5/5

Calendar of Events

June

27-29 PC Expo
New York City, NY
www.pcexpo.com

July

8-10 VSDA
Las Vegas, NV
www.vsda.org

19-21 IEMA Executive Summit
Orlando, FL
www.executivesummit.com

August

TBD Classic Gaming Expo
www.cgexpo.com

TBD Nintendo Space World
www.nintendo.co.jp

TBD Best Buy Charity Dinner
www.bestbuy.com

TBD Hollywood Video Vendor Meeting
www.hollywoodvideo.com

September

3-5 ECTS, London
www.ects.com

5-8 Retail Vision, Orlando, Florida
www.retailvision.com

TBA KayBee Vendor Golf Event
www.kbtoys.com

12-13 Digital Kids 2000
San Francisco,CA
www.jup.com

14-16 Fun Expo
Las Vegas, NV
www.funexpo.com

TBA Babbage's Manager Show

26-28 East Coast Video Show
Atlantic City, NJ
www.ecvshow.com

October

23-27 Fall Internet World
New York City, NY

TBD EB (Fall) Vendor Show

November

13-17 Comdex Fall 2000
Las Vegas, NV
www.comdex.com

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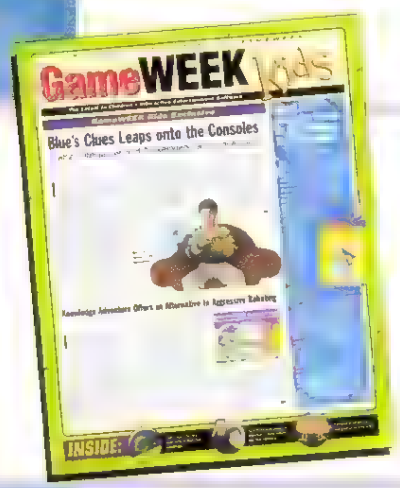
ISSUE DATE–JULY 17 **AD CLOSE–JUNE 30**



GameWEEK Kids

This quarterly special is dedicated to providing the most comprehensive information about interactive products for the children's market, including entertainment, edutainment, educational and multimedia software and hardware. Through educating store-level personnel and retail executives, *GameWEEK Kids* ensures that parents find knowledgeable professionals and quality products when shopping at their favorite retail stores.

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A comprehensive source on the latest interactive sports products. Editorial focus is on reviews, previews, interviews and release information focused on the sports genre of interactive entertainment software and the companies that produce them.

ISSUE DATE–SEPT. 18 **AD CLOSE–SEPT. 01**

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PREVIEWS

Sneak Peeks at Tomorrow's Potential Hits

Sponsored by: Acclaim

GameWEEK Previews are early looks at products that are works in progress. Previews are meant to provide current information regarding the game and its potential at the time of its release. They also represent the status of the game's genre and current marketability. While previews might be critical, they are by no means final judgment on a game and should not be solely used by retailers to base buying decisions on, as the final outcome of a game previously previewed here could be completely different at its time of release.

feature

Jet Grind Radio

Publisher Sega
Developer Smile Pit
Genre Action
Available September

By Jim Loftus

Tagging has been a serious issue for local, state and government officials for years, particularly in inner cities throughout the U.S. and now it's finally found its way into the videogame arena. For years, game companies have typically shied away from such controversial themes, but one look at *Jet Grind Radio* and it becomes clear that the "new" Sega is obviously not afraid to raise a few eyebrows.

As a game, *Jet Grind* is an amalgam of sorts, meshing inline skating with racing, stunts, exploration and artistic expression. Just think *Crazy Taxi* on skates.

The first thing players usually notice about a game is its visuals and *Jet Grind* has got 'em like nobody's business. Each 3D environment is ultra bright and colorful. *Jet Grind*'s funky look was derived by exploiting the Modifier Volume in the PowerVR2 chip set to the maximum. By cranking up the contrast between light and shadow and by adding heavy line widths to the borders of objects, everything comes across very cartoon like. Sega is calling it the "Cel Shading technique."

There are ten teen aged characters/hoodlums to play as, each of whom carry their own look, style and abilities. Each character is also equipped with a pair of "overdrive magnetic-motor skating shoes." Not surprisingly, these kids have some serious issues with "the man" and take their frustrations out by getting around town doing property damage via the use of spray cans to mark their territory through some 18 missions in three huge cities. But the player's character won't be alone; they must protect their territory from rival gang members bent on taking over the neighborhood. Tying this whole underground culture together is a popular radio program called *Jet Grind Radio*. The gang bangers wear radio watches to communicate with one another and to listen to the show's DJ who monitors police movement and gives recommendations to the player.

Before tagging a piece of property, the player must locate spray can power-ups scattered throughout the urban jungle. Players track down areas to be tagged—be it buildings, billboards, or vehicles—by following arrow prompts much like the ones featured in games like *Harley Davidson & L.A. Rider* and *Crazy Taxi*. As you might imagine, 'getting there is half the fun" and *Jet Grind*'s biggest strength is its ability to allow players to pull off insane tricks and access hard-to-reach areas for bonus goodies. Characters can skate almost anywhere in each of the game's fully interactive cities including subways, sewers, rooftops and even inside certain buildings. Players must learn to grind railings, climb staircases and jump from one roof to another, for instance, to get what they want and where they need to go. They also need to avoid traffic, pedestrians and "the law." As a character makes his or her way about town defacing property, the police move in to put a stop to it all. At first, just a few foot officers give chase, but eventually, things go way over the-top with riot squads, patrol cars, helicopters, paratroopers and battering rams getting involved!

Once a character has tagged a location and moved on, rival gang members will attempt to tag over it, meaning the player may have to return to re-do his/her work. Speaking of tagging, Smile Pit has stated it is incorporating a unique feature that will let players create their own custom "tags" in a special Edit Mode and even upload or download tags online.

Jet Grind Radio is set to be one of Sega's biggest games of 2000. Nearly every Dreamcast owner with a pulse will want to own this game, so be prepared to place orders accordingly.

Conker's Bad Fur Day

Publisher Rare • ***Developer*** Rare
Genre Who the *bleep* knows? • ***Available*** December

By Ben Rinaldi

On the outside, *Conker's Bad Fur Day* may appear to be just another run-of-the-mill 3D mascot based platformer but on the inside, this "M" rated game is anything but cute or predictable. *Conker's BFD* is overflowing with attitude, irreverent humor and sexual innuendo, elements that upon first witnessing them in action will have players shouting "Holy S@%T" and "What the F%#K?" Speaking of expletives, you'd better get used to them because they're liberally scattered throughout the entire game.

While controlling Conker the squirrel, players make their way through one bizarre situation after another. How else would you explain the one level where Conker is required to urinate on fire monsters after getting drunk on beer or another point of the game where Conker is found reading porno magazines? *South Park* has got *nothing* on this game. Humor—or adult humor to be more specific—is a major theme that runs throughout *Conker's BFD*. Having playtested it at E3, I can honestly say this is the first game to come along that's truly "laugh out loud" funny. Rare has done a terrific job of seamlessly weaving humorous outtakes with the tried and true play mechanics found in its past platform games such as *Banjo Kazooie* and *Donkey Kong 64*. Visually speaking, *Conker's BFD* is very sharp. Crisp textures and other little touches like detailed facial animations make the presentation a great bit of eye candy.

Of course, not everyone will find this game harmless or amusing, as there will undoubtedly be parents of young children who will be shocked and offended by the content. It's going to be interesting to see how Nintendo defuses this ticking time bomb when the game hits stores this December.

Madden NFL 2001

Publisher EA Sports • ***Developer*** EA Sports
Genre Sports • ***Available*** Fall 2000

By Bryan Intihar

While many were disappointed that EA Sports decided to pass on developing for Sega's Dreamcast, their frustrations will fade quickly once gamers catch a glimpse of *Madden NFL 2001* on the Sony PlayStation 2 console. Even though the game is still early in development right now—approximately only 30-40% complete—the large crowds at E3 that consistently flocked to play an early version of the game proved that it has a lot of potential.

The Madden series has always been regarded as the most realistic football simulation. However, when Sega released its *NFL 2K* for Dreamcast, EA seemed to be in danger of losing the battle, graphically. EA is hoping that will change with its first attempt at creating a football title on a 128-bit console. So far, the visual quality of *Madden NFL 2001* is promising, yet the frame rate does not seem as high as *NFL 2K1*. On the positive side, the play selection screen in *Madden NFL 2001* is extremely user friendly and creates more of a TV style presentation.

Besides minor changes, all of the same game play features are present in *Madden NFL 2001*. Commentary will once again be provided by the team of John Madden and Pat Summerall. As usual, all of the NFL teams are represented and each team's stadiums are created to perfection.

While Sega hopes to attract consumers with the online multiplayer features in *NFL 2K1*, EA is counting on its loyal *Madden* fans to keep its reign as football console champion. Football fans should be very happy this fall. We see no reason why *Madden NFL 2001* won't make it as a PS2 launch title and if that turns out to be the case, retailers should definitely stock up.

Seaman

Publisher Sega • ***Developer*** Vivarium
Genre Simulation • ***Available*** July

By Jim Loftus

Just when you thought you'd seen it all, along comes something totally nuts. *Seaman* took Japan by storm last year and is now nearing its U.S. Dreamcast release. But what will Americans make of game software that's not really a game at all?

As a simulation, owning a copy of *Seaman* is like owning your very own man fish thing (if you can imagine that one) with your TV acting as an aquarium. The player can speak to Seaman via the microphone device that docks into the DC control pad. In all, the creature is capable of recognizing some 10,000 different words and phrases. Users can ask and answer questions and hold full-fledged conversations with his or her very own (ahem) Seaman. Seriously though, *Seaman* is not a game to be beaten in one day. The user may spend five to ten minutes per day for weeks and still not experience everything. According to Yoot Saito, the game's outspoken creator, *Seaman* is quite advanced. "He talks to the player about many things," Saito told *GameWEEK*. "You tell him whether you're male or female, whether you are married or single, what you do for a living, things like that and he comments. It's like having a pet in your room; he's always watching you. He might even say 'I saw you making love with your girlfriend last night.'" Seaman will not hesitate to get confrontational, either with phrases like, 'Oh yeah? Whadda *you* lookin' at?" Although Leonard Nimoy was hired to do the narration for the title, the actual voice of Seaman is not one of notoriety.

The microphone and the game are being packed together for $49.95. Sega's certainly got the price down; however, it should be interesting to see just how many people will open their wallets for such a bizarre experience.

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RELEASE SCHEDULE

Gigex

macintosh

Game	Manuf./Publisher	Pre-Book Date	Release Date
4X4 Evolution	Gathering	TBA	10/00
Alien vs. Predator	Fox Interact.	TBA	Q2
Anachronox	Ion Storm	TBA	Q4
Asteroids	GT Interactive	TBA	7/00
Black and White	Lionhead	TBA	Q4
Cartoon Combat	Creative Edge	TBA	Q3
Combat Mission BO	Big Time Soft	TBA	Q2
C.o.L: InterLock	Deninet Soft.	TBA	Q4
Deimos Rising	Ambrosia	TBA	Q3
Deus Ex	Ion Storm	TBA	7/00
Diablo II	Blizzard	TBA	Q3
Dragon's Lair 3D	Blue Byte	TBA	Q4
Driver	GT Interactive	TBA	7/00
Eternal War	Past Tree, Inc	TBA	Q2
Experience	The Whole Exp.	TBA	Q4
F/A-18 Hornet: Gold	Graphic Sim	TBA	Q2
Grimoire	Elysium Digital	TBA	Q3
Halo	Bungie Soft.	TBA	Q4
Heart of Darkness	Infogrames	TBA	Q2
Heavy Meta. FAKK2	Gathering	TBA	9/00
Heretic II	Logicware	TBA	Q2
Interstate '76	Logicware	TBA	Q3
Monopoly 2	GT Interactive	TBA	Q3
Myst M.E.	Mindscape	3/00	6/00
Oni	Bungie	TBA	Q3
Panty Raider	Sim & Shust.	TBA	Q3
Peregrine	Enigma Soft	TBA	Q4
Pool of Radiance	Mindscape	TBA	Q4
Riddle of the Sphinx	DreamCatcher	TBA	9/00
Rune	Gathering	TBA	10/00
Scrabble	GT Interactive	TBA	7/00
Screamin' Demons	Parsoft	TBA	Q4
Shadowbane	Wolfpack	TBA	Q3
Silver	Infogrames	TBA	Q3
Star Trek: DS9 Fallen	Sim & Schust.	TBA	9/00
Terminus	Interplay	TBA	6/00
The Little Prince	Tivola	TBA	6/00
The Sims	Aspyr	TBA	7/00
Warcraft II	Blizzard Ent	TBA	Q4

playstation

Game	Manuf./Publisher	Pre-Book Date	Release Date
Action Man	Hasbro	TBA	9/00
Alone in the Dark 4	Infogrames	TBA	Q4
Animorphs	GT Software	TBA	8/00
Batman Racing	Ubi Soft	TBA	10/00
Baldur's Gate	Interplay	TBA	6/00
Breakout	Hasbro	TBA	9/00
Carmgeddon 2	Interplay	TBA	8/00
Carnivale	Vatical	TBA	6/00
Champ.Motocross	THQ	TBA	Q3
Chrono Cross	Square EA	TBA	8/00
Count. Vampires	Bandai	TBA	7/00
Danger Girl	THQ	12/99	7/00
DarkStone	Take 2	TBA	8/00
Dinosaur	Ubi Soft	TBA	9/00
Dragon Valor	Namco	TBA	10/00
Duke Nukem: POB	GT Software	TBA	7/00
Earthworm Jim	Interplay	TBA	9/00
ECW: Anarchy Rulz	Acclaim	TBA	8/00
Evil Dead	THQ	TBA	Q3
Flintstones Bowling	SouthPeak	TBA	10/00
Frogger II	Hasbro	TBA	9/00
Galaga	Hasbro	TBA	9/00
Hogs of War	Infogrames	TBA	7/00
Inspector Gadget	Ubi Soft	TBA	9/00
J. McGrath 2000	Acclaim	12/99	7/00
Jungle Book	Ubi Soft	TBA	10/00
King of Fighters 99	SNK	TBA	9/00
Knights of Carnage	THQ	TBA	Q4
Kodeka	Infogrames	TBA	6/00
Leggit	Psygnosis	TBA	Q4
LEGO Rock Raiders	LEGO Media	TBA	8/00
Lunar 2: E.B.	Working Desi	TBA	7/00
Madden NFL 2001	EA Sports	8/00	9/00
Major League Soc.	Konami	TBA	8/00
Martian Gothic	Take 2	TBA	6/00
M.H. Pro BMX	Activision	TBA	Q3
Micro Maniacs	Codemasters	TBA	9/00
Mike Tyson Boxing	Codemasters	TBA	9/00
MK: Special Forces	Midway	TBA	6/28
MTV: BMX	THQ	TBA	Q3
N-Gen Racing	Infogrames	TBA	6/00
NBA Live 2001	EA Sports	TBA	Q4
NFL GameDay 2001	989 Sports	8.00	9.00
NASCAR Heat	Hasbro	TBA	10/00
NGEN Racing	Infogrames	TBA	6/00
Panzer Gen. Assault	Mindscape	TBA	9/00
Paper Boy	Midway	TBA	6/00
P.G. Gold Tee Golf	Infogrames	TBA	7/00
Polaris Snocross 2000	Vatical	TBA	9/00
Rayman 2	Ubi Soft	TBA	9/00
Reel Fishing II	Natsume	TBA	6/00
Re-Volt 2	Acclaim	TBA	8/00
Rugrats in Paris	THQ	TBA	Q3
Saboteur	Eidos	TBA	6/00
Shao Lin	THQ	TBA	8/00
Spider-Man	Activision	TBA	8/00
Star Trek Invasion	Activision	TBA	8/00
Sydney 2000	Eidos	TBA	8/00
Tenchu 2	Activision	TBA	8/00
Test Drive Cycles	Infogrames	TBA	6/00
Threads of Fate	Square EA	TBA	7/00
Tony Hawk 2	Activision	TBA	9/00
Vanishing Point	Acclaim	TBA	8/00
Wacky Races	Infogrames	TBA	7/00
Winnie the Pooh/Tig	Mattel	TBA	8/00
Worms Pinball	Infogrames	TBA	6/00
WTC World Rac. Ch.	Activision	TBA	8/00
X Men Mutant Aca	Activision	TBA	7/00

PC pc gaming

Game	Manuf./Publisher	Pre-Book Date	Release Date
Age of Emp. I Con.	Microsoft	TBA	8/00
Age of Sail II	Talon Soft	TBA	10/00
Alone in the Dark 4	Infogrames	TBA	Q4
Anhachronox	Eidos	TBA	10/00
Arcanum	Sierra	TBA	9/1
Arcatera	Ubi Soft	TBA	8/00
B-17 Flying Fortress	Hasbro	TBA	9/00
Baldurs Gate II	Interplay	TBA	9/00
Bang! Gunship E.	Redstorm	TBA	6/00
Batman Racing	Ubi Soft	TBA	9/00
Black & White	Electronic Arts	TBA	11/00
Blair Witch 1	Gathering	TBA	9/00
Blair Witch 2	Gathering	TBA	10/00
Blair Witch 3	Gathering	TBA	10/00
Boarder Zone	Infogrames	TBA	Q2
Breakneck	SouthPeak	TBA	6/00
Cleopatra	Sierra	TBA	7/00
Commanche 4	Nova Logic	TBA	8/00
Crimson Skies	Microsoft	TBA	9/00
Dark Reign 2	Activision	TBA	7/00
Diablo I	Blizzard	11/99	6/00
Deep Fighter	Ubi Soft	TBA	6/00
Dragon Rider	Ubi Soft	TBA	8.00
Dragon's Lair 3D	Blue Byte	TBA	Q4
Dues Ex	Eidos	TBA	7/00
Duke Nukem Forever	GT Interactive	TBA	11/00
Dukes of Hazzard	Southpeak	TBA	10/00
Dungeon Seige	Microsoft	TBA	Q4
Empire Earth	Sierra	TBA	Q2/2001
European Games	Talon Soft	TBA	4.00
Evil Dead	THQ	TBA	10/00
Felony Pursuit	THQ	TBA	7/00
Flash Point	Ubi Soft	TBA	6/00
Fur Fighters	Acclaim	TBA	8/00
Gangsters	Talonsoft	TBA	11/00
Giants	Interplay	TBA	10/00
Gothic	Octagon	TBA	6/00
Grand Prix 3	Microprose	TBA	8/00
Half Life: Host Tak	Sierra	TBA	8/00
Halo	Bungie	TBA	1/01
Heavy Metal: FAKK2	Gathering	TBA	8/00
Heist	Interplay	TBA	11/00
H&D 2	Talon Soft	TBA	11/00
Hired Teams Tra	Thought Guild	TBA	Q4
Hitman C.N. 47	Eidos	TBA	10/00
Hostile Waters	Interplay	TBA	10/00
Icewind Dale	Interplay	TBA	6/00
IHRA Drag Racing	Bethesda	TBA	8/00
Insane	Codemasters	TBA	9/00
Jumbo Jack	Sierra	TBA	Q4
Kingdom Under Fire	Gathering	TBA	10/00
KISS. Psycho Circus	Gathering	TBA	7/00
Leg. of Blademast.	Ripcord	TBA	10/00
Longest Journey	Empire Int	TBA	7/00
Max Payne	Gathering	TBA	3/01
Meta Fatigue	Psygnosis	TBA	7/00
Meta Gear Solid	Microsoft	TBA	9/00
Might & Magic VI	3DO	TBA	Q2
Mike Tyson Boxing	Codemasters	TBA	5/00
MS Golf 2001	Microsoft	TBA	9/00
NASCAR Heat	Microprose	TBA	8/00
Oni	Bungie	TBA	9/00
Pod Racing 2	Ubi Soft	TBA	9.00
PoR: Rums of Myth	Mindscape	TBA	Q4
Prof ght 2000	A.E.T.I.	TBA	6/00
Quake III Mss. Pk.	Activision	TBA	7/00
Reach for the Stars	Mindscape	TBA	8.00
Relic Hunter	Octagon	TBA	Q4
Rent A Hero	THQ	TBA	7/00
Riddle of the Sphinx	Dreamcatcher	TBA	9/15
Road to Moscow	I-magic	TBA	3/00
Rune	Gathering	TBA	10/00
Sacrifice	Interplay	TBA	9/00
Sanity	Fox Interactive	TBA	8/00
Second Genesis	Epic Games	TBA	Q3
Shadow Company 2	Ubi Soft	TBA	Q3
Silent Hunter 2	Mindscape	TBA	12/00
Ski Barber Racing	Bethesda	TBA	9/00
Soul Bringer	Interplay	TBA	6/00
Squad Leader	Microprose	TBA	1/01
Starship Troopers	Microprose	TBA	7/00
Star Trek Conquest	Activision	TBA	6/00
Star Trek DS9.Fallen	Sim. & Schust.	TBA	9/00
Star Trek Dominion Wars	Sim & Schust	TBA	10.00
Star Trek Elite Force	Activision	TBA	8/00
Star Trek Klingon Ac.	Interplay	TBA	6/00
Star Trek New Worlds	Interplay	TBA	8/00
Star Wars Obi Wan	LucasArts	TBA	11/00
Star Wars Online	LucasArts	TBA	TBA/01
Stonekeep 2	Interplay	TBA	6/01
Swat 3. BP	Sierra	TBA	8/00
Sudden Strike	Eidos	TBA	7/00
Summoner	THQ	TBA	1/01
Suzuki 2000	Ubi Soft	TBA	6/00
Tank Platoon	Microprose	TBA	9/00
Test Drive Rally	Infogrames	TBA	6/15
The Little Prince	Tivola	TBA	6/00
The Settlers IV	Blue Byte	TBA	Q4
Tiger W. 2000 Back	EA	TBA	7/00
Time Machine	Dreamcatcher	TBA	8/00
WWF With Authority	THQ	TBA	9/00
Wallstreet Tycoon	Ubi Soft	TBA	5/00
Warcraft III	Blizzard	TBA	6/01
Werewolf the Apoc.	ASC Games	TBA	11/00
Wild Meta	Rockstar	TBA	6/15
X Com Alliance	Microprose	TBA	11/00
Zeus	Sierra	TBA	9/1

gameboy color

Game	Brand/Publisher	Pre-Book Date	Release Date
[illegible]	[illegible]	TBA	12/[illegible]
[illegible]	[illegible]	TBA	11/[illegible]
Armada F/X Racers	Metro 3D	TBA	6/00
Austin Powers 2	Take 2	TBA	7/00
Barbie Fashion Pack	Mattel	TBA	7/00
Batman Racing	Ub Soft	TBA	10/00
Blaster Master EB	Sunsoft	TBA	9/00
Bowling	Vatical	TBA	8/00
Brunswick ProPool	Vatical	TBA	10/00
Cannon Fodder	Codemasters	TBA	9/00
Carnivale	Vatical	TBA	7/00
Champ Motocross 2	THQ	TBA	7/00
Crystalis	Nintendo	TBA	6/26
Dinosaur	Ubi Soft	TBA	5/00
Donkey Kong	Nintendo	TBA	8/28
Doug Quailman	Infogrames	TBA	9/00
Dragon Dance	Crave	TBA	7/00
Dragon Tales	Mattel	TBA	8/00
[illegible]river	GT Interact	TBA	6/00
Frisbee Golf	Vatical	TBA	6/00
Gauntlet Legends	Midway	TBA	8/00
Heroes of M&M	3DO	TBA	6/00
JN Golf	Vatical	TBA	8/00
KISS Psycho Circus	Take 2	TBA	6/00
Little Mermaid 2	Nintendo	TBA	Q4
Men in Black 2	Crave	TBA	6/00
Mr Driller	Namco	TBA	8/00
MTV BMX	THQ	TBA	10/00
MTV Skateboarding	THQ	TBA	7/00
NBA Live 2000	THQ	TBA	6/00
[illegible]	[illegible]	TBA	[illegible]
[illegible]	[illegible]	TBA	[illegible]
Pokemon Attack	Nintendo	TBA	7/00
Pokemon Gold/Silver	Nintendo	TBA	10/16
Power Rangers	THQ	TBA	6/00
Pro Pool	Codmasters	TBA	7/00
Puzzle Collection	Electrosource	TBA	7/00
Racin Ratz	Mattel	TBA	9/00
Rambler	Mattel	TBA	9/00
Road El Dorado	Ubi Soft	TBA	6/00
Ronaldo V-Soccer	Infogrames	TBA	7/00
Rugrats in Paris	THQ	TBA	Q3
Test Drive Cycles	Infogrames	TBA	7/00
Scooby Doo CC	[illegible]	[illegible]	[illegible]
Spider-Man	[illegible]	[illegible]	[illegible]
Test Drive Le Mans	[illegible]	[illegible]	[illegible]
T-Tex	[illegible]	[illegible]	[illegible]
Titus the Fox	Interplay	TBA	[illegible]
Toca Tour Racing	Southpeak	TBA	6/00
Tom and Jerry	Mattel	TBA	[illegible]
Tony Hawk 2	Activision	TBA	11[illegible]
Toonsylvania	Ub Soft	TBA	[illegible]
Turok 3: Sh of Ob.	Acclaim	TBA	[illegible]
VIP	Ub Soft	TBA	[illegible]
VR Powerboat	Vatical	3/00	[illegible]
Walt Disney Racing	Eidos	TBA	[illegible]
Warlocked	Nintendo	[illegible]	[illegible]
X-Men Mutant Ac	Activision	[illegible]	[illegible]
Xena	Titus	TBA	[illegible]
Zelda Tri-Force	Nintendo	TBA	[illegible]

nintendo 64

Game	Brand/Publisher	Pre-Book Date	Release Date
40 Winks	GT Soft	TBA	8/00
[illegible]	[illegible]	[illegible]	[illegible]
Air Boarder USA	ASCII	TBA	7/00
[illegible]	[illegible]	[illegible]	[illegible]
Banjo Tooie	Nintendo	TBA	7/00
[illegible]	[illegible]	[illegible]	[illegible]
Blues Brothers 2000	Titus	TBA	7/00
Caesar's Palace 64	Crave	TBA	10/00
[illegible]	[illegible]	[illegible]	[illegible]
Conker's B.F.D.	Nintendo	TBA	12/00
Cruis'n Exotica	Midway	TBA	10/00
[illegible]	[illegible]	[illegible]	[illegible]
Die Hard 64	Fox Interact	TBA	Q4
Dinosaur Planet	Rare	TBA	1/01
[illegible]	[illegible]	[illegible]	[illegible]
Eterna Darkness	Nintendo	TBA	10/00
F-1 Champ 99	Ubi Soft	TBA	9/00
Fighters Destiny II	SouthPeak	TBA	6/00
Hercules	Titus	TBA	6/28
[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]
Kirby's 64	Nintendo	TBA	6/27
LT Duck Dodgers	Infogrames	TBA	6/00
Mario Artist	Nintendo	TBA	Q4
[illegible]	[illegible]	[illegible]	[illegible]
Mega Man 64	Capcom	TBA	Q4
Mickey Speedway USA	Nintendo	TBA	1/01
Mia Hamm Soccer	Southpeak	TBA	9/00
[illegible]	[illegible]	[illegible]	[illegible]
Mortal Kombat S.F.	Midway	TBA	6/28
[illegible]	[illegible]	[illegible]	[illegible]
NFL QBC 2001	Acclaim	TBA	8/00
[illegible]	[illegible]	[illegible]	[illegible]
Ogre Battle 64	Atlus	TBA	9/00
Pok[illegible]			
SnoCross 2001	Vatical	TBA	8/00
Rally Chall. 2000	Southpeak	TBA	6/00
[illegible]	[illegible]	[illegible]	[illegible]
Resident Evil Zero	Capcom	TBA	Q4
Rugrats in Paris	THQ	TBA	10/00
[illegible]	[illegible]	[illegible]	[illegible]
Seadoo 2001	Vatical	TBA	8/00
Scooby Doo CC	THQ	TBA	10/00
[illegible]	[illegible]	[illegible]	[illegible]
Stunt Racer	Midway	TBA	6/00
Super Bowling	Tommo	TBA	7/00
007 W.N.E.	Electronic Arts	TBA	Q4
Tom & Jerry	Matte	TBA	9/00
[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]
Wildwaters	Ubi Soft	TBA	Q2
Winnie the Pooh	Mattel	TBA	11/00
World Rally Champ.	Southpeak	TBA	6/00
[illegible]	[illegible]	[illegible]	[illegible]
X-Men Mutant Ac	Activision	TBA	8/00
Zelda. M.o.M	Nintendo	TBA	Q3

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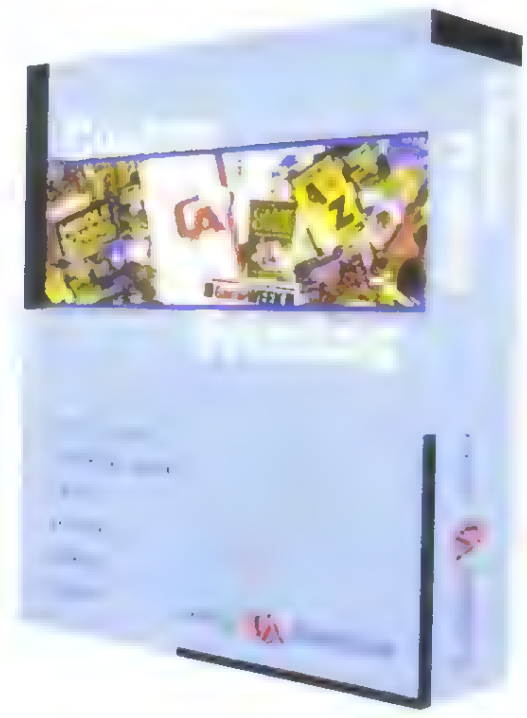

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product info

RELEASE SCHEDULE

dreamcast

Game	Manuf./Publisher	Pre-Book Date	Release Date
4X4 Evolution	Gathering	TBA	9/00
Arcatera	Ubi Soft	TBA	9/00
Armada II	Metro 3D	TBA	8/31
Baldur's Gate	Sega	TBA	Q4
B. Pro Surfer	Mattel	TBA	11/00
D2	Sega	TBA	8/00
Dark Angel	Metro 3D	TBA	9/00
Deep Fighter	Ubi Soft	TBA	8/00
Demolition Racer	Infogrames	TBA	7/00
Dinosaur	Ubi Soft	TBA	12/00
Dogs of War	Take 2	TBA	10/00
Dragon Rider	Ubi Soft	TBA	9/00
Ecco Defender of the Future	Sega	TBA	8/00
ECW: Anarchy Rulz	Acclaim	TBA	11/00
ESPN Baseball	Konami	TBA	8/00
ESPN NBA 2Night	Konami	TBA	10/16
Eternal Arcadia	Sega	TBA	Q3
Evil Dead	THQ	TBA	Q3
Evil Twin	Ubi Soft	TBA	11/00
Evolution 2	Ubi Soft	TBA	7/00
F355 Challenge	Sega	TBA	Q4
Fe ony Pursuit	THQ	TBA	Q3
Forgan Brothers	Sega	TBA	Q4
Fur Fighters	Acclaim	TBA	6/00
Gaoon	Interplay	TBA	Q2
GorkaMorka	Rpcord	TBA	11/00
Grandia 2	Sega	TBA	Q3
Grand Prix 4	Hasbro	TBA	10/00
Half-Life	Sega	TBA	Q3
Heay Metal FAKK 2	Gathering	TBA	10/00
Hidden & Dangerous	Take Two	TBA	7/00
McGrath Supercross 2000	Acclaim	TBA	7/00
Jet Grind Radio	Sega	TBA	9/00
KISS Psycho Circus	G.O.D	TBA	8/00
Max Stee	Mattel	TBA	12/00
Messiah	Interplay	TBA	10/31
Metropolis	Sega	TBA	7/00
Midway Arcade	Midway	TBA	6/00
Monster Breeder	Tommo	TBA	9/00
M.O.U.T 2025	Rpcord	TBA	10/00
MTV Skateboarding	THQ	TBA	Q2
NBA 2K1	Sega	TBA	10/00
NFL 2K1	Sega	TBA	9/00
NHL2K1	Sega	9/00	10/00
Outtrigger	Sega	TBA	Q4
Peace Makers	Ubi Soft	TBA	9/00
Phantasy Star Online	Sega	TBA	Q4
Playmobil Hype	Ubi Soft	TBA	1/01
Pod 2	Ubi Soft	TBA	10/00
Power Stone 2	Capcom	TBA	TBA
Prince of Persia	Mattel	TBA	11/00
Quake III Arena	Activision	TBA	8/00
Quest of the Blademasters	Ripcord	TBA	11/00
QB Club 2001	Acclaim	TBA	Q4
Railroad Tycoon II	PopTop Software	5/00	6/00
Ready2Rumble B 2	Midway	TBA	11/00
Renegade Racers	Interplay	TBA	8/00
Seaman w/micro	Sega	TBA	7/00
Sega GT	Sega	TBA	8/00
Seven Mansions	Koei	TBA	Q4
Shenmue Chapter 1	Sega	TBA	11/00
Sierra Sports Game Room	Sierra	10/00	11/00
Silver	Infogrames	TBA	7/00
SNK vs Capcom	Capcom	TBA	Q4
Sonic Adventure 2	Sega	TBA	6/01
Sonic Shuffle	Sega	TBA	Q4
South Park Rally	Acclaim	TBA	6/00
Spawn: In the Demon's Hand	Capcom	TBA	Q4
Speed Devils 2	Ubi Soft	TBA	10/00
Star Trek New Worlds	Interplay	TBA	10/00
Street Fighter III DI	Capcom	TBA	6/00
Stupid Invaders	Ubi Soft	TBA	9/00
Sydney 2000	Eidos	TBA	8/00
Toy Story 2	Activision	TBA	7/00
VIP	Ubi Soft	TBA	11/00
Virtua Tennis	Sega	TBA	7/00
Wacky Races	Infogrames	TBA	6/00
WS Baseball 2K1	Sega	TBA	7/00
Vanishing Point	Acclaim	TBA	8/00

PS2 playstation 2

Game	Manuf./Publisher	Pre-Book Date	Release Date
Armored Core 2	ASCII	TBA	11/00
Dark Cloud	SCEA	TBA	10/00
EverGrace	ASCII	TBA	11/00
Fantavsion	SCEA	TBA	10/00
FIFA 2001	Electronic Arts	TBA	10/00
Gran Turismo 2000	SCEA	TBA	10/00
Kessen	Koei	TBA	10/00
Knock. Kngs 2001	Electronic Arts	TBA	10/00
Madden 2001	Electronic Arts	TBA	10/00
Ridge Racer V	Namco	TBA	10/00
SSX	Electronic Arts	TBA	10/00
Street Fighter EX 3	Capcom	TBA	10/00
Tekken Tag Tourn.	Namco	TBA	10/00
The Bouncer	SquareSoft	TBA	11/00

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Index Comparisons

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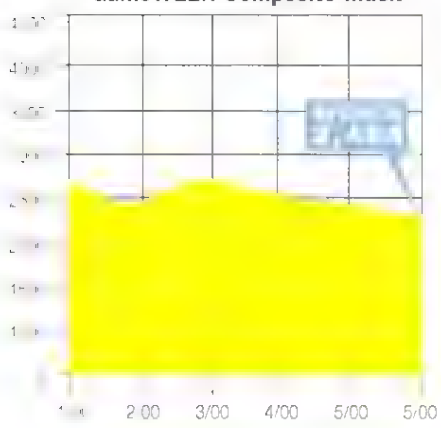
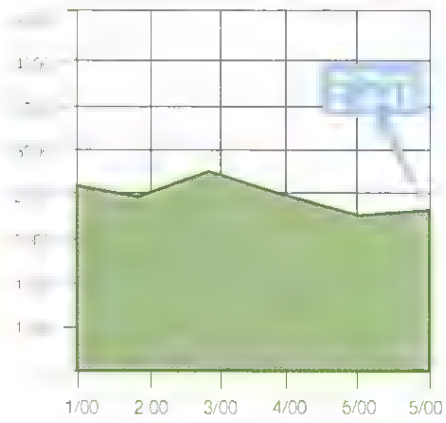
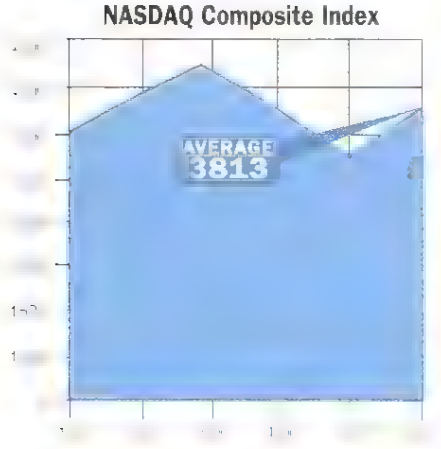


GameWEEK Publishers Index



NASDAQ Composite Index



GameWEEK Ret./Dist. Index

Summary of Results

Advances: 54 ***Declines:*** 8 ***Unchanged:*** 2

GAINERS	% CHANGE
Voxware Inc	91.43%
Cdnow Inc	56.00%
McGlen Internet Group	48.48%
Eidos Interactive†††	32.35%
Macrovision	30.46%

LOSERS	% CHANGE
GTR Group	18.18%
Acclaim	-16.44%
Brilliant Digital Enmt Inc	-10.87%
Ames Stores	-6.57%
Interplay	-5.88%

INDEX COMPARISONS	5.26.00	6.2.00	NET CHANGE	% CHANGE
GameDaily Composite Index	2251.07	2464.82	213.75	9.50%
GameDaily Publishers Index	2242.86	2449.18	206 31	9.20%
GameDaily Retailers/Distributors	2840.68	3144.34	303.67	10 69%
NASDAQ Composite	3205.11	3813.38	608.27	18.98%
Dow Jones Industrial Average	10299.24	10794.76	495.52	4.81%
S&P 500 Stock Index	1378.02	1477.26	99.24	7.20%
Russel 2000	490.94	574.01	83.07	16.92%

Source: CNET Investor (investor.cnet.com) "This information is based on sources believed to be re - able, and while extensive efforts are made to assure its accuracy, no guarantees can be made." CNET Investor assumes no liability for any inaccuracies."

PUBLISHERS AND MANUFACTURERS

NASD	TDDD	3D Labs Inc Ltd	10 50	2 75		3 00	3 75	25 00%	36.17%
NASD	TDFX	3Dfx	21.43	6 62		7 00	8 88	26.79%	-10.69%
NASD	THDO	3DO	17 12	4 25		6 06	6 00	-1 03%	-33 79%
NASD	AKLM	Acclaim	8 68	1 81		2 28	1 91	16.44%	-62.58%
NASD	ATVI	Activision	18 25	5 50		6 13	7 06	15 31%	-53.88%
NASD	MGS	McGlen Internet Group	15.00	1 00		1 03	1 53	48 48%	62 31%
NYSE	AMD	Advanced Micro Devices Inc	92 87	15 62	62 9	74 00	90 00	21 62%	211.02%
NASD	AAPL	Apple Computer	150 37	40 93	22 4	86 38	92.56	7 16%	-9.97%
NYSE	BDE	Brilliant Digital Enmt Inc	14 93	2 50		5 75	5 13	-10 87%	-30.16%
NYSE	CRUS	Cirrus Logic	24 00	6 87		16 00	19 63	22 66%	-48.11%
NYSE	CPQ	Compaq Comp	34 00	18 25	72 0	26 13	26.63	1 91%	1 62%
NASD	CREAF	Creative Labs	38.81	8 8	14 2	25 00	26 19	4 75%	50 72%
NASD	DELL	Dell	59.68	31 37	67 7	42 38	43 31	2 21%	15 07%
NYSE	DIS	Disney	43.87	23.37	87.9	39.88	40.44	1.41%	-38.25%
NASD	EIDSY	Eidos Interactive†††	21 00	3.93	29.6	4.25	5.63	32.35%	-67.11%
NASD	ERTS	Electronic Arts	124.43	45.50	40 7	58.00	71 69	23 60%	-14.66%
NASD	GTIS	GT Interactive	5 12	1 56		1 88	2 06	10 00%	-17.86%
AMEX	HAS	Hasbro	37 00	13 75	18.2	16 44	17 13	4 18%	-9.57%
NYSE	HWP	Hewlett Packard	155 50	67 00	44.3	118.13	142.13	20.32%	-24.95%
NYSE	IBM	IBM	139.18	89 00	26.1	106.94	108.81	1.75%	-0.87%
NASD	INTC	Intel	145 37	50 12	58 1	117 56	134 19	14 14%	63.02%
NASD	IENTC	Interactive Magic	6 68	0 50		1 06	1.38	29 41%	-29.03%
NASD	INGR	Intergraph	10 25	3 18		5 03	5 56	10 56%	-17.11%
NASD	PLAY	Interplay	4 68	1.56		2 13	2 00	5 88%	-31.91%
NASD	LOGIY	Logitech	6 00	13 37	4 7	56 00	64 75	15 63%	134 92%
NASD	MACR	Macromedia	100 00	27 37	159 7	81 88	89 44	9 24%	-22.31%
NASD	MVSN	Macrovision	94 75	10 81	291 3	55 81	72 81	30 46%	-96 79%
NYSE	MAT	Mattel Inc	29 31	8 93		13 56	14 44	6 45%	-10.00%
NASD	MSFT	Microsoft	119.93	60 37	39 7	61 44	66 31	7 93%	-43.20%
NYSE	MWY	Midway	24 87	6 06	96 4	6 19	6 75	9 09%	-71 80%
NASD	RCOT	Recoton	16 62	5 43		8 00	9 31	16 41%	-0 68%
NASD	EGAM	eGames Inc	4 50	0 53		0 69	0 81	18 18%	-74 51%
NYSE	SIII	S3 Inc	24 81	6 00	3 7	14 69	17 50	19 15%	-52 17%
NYSE	SNE	Sony Corp	157 37	44 62	69 2	90 69	99 00	9 17%	-65 23%
NASD	TTWO	Take Two	18 93	6 87	14 4	9 88	11 69	18 30%	-9 66%
NASD	THQ	THQ	39 25	7 62	81	8.88	11 19	26.06%	-51.88%
NASD	CSCC	CenterSpan	35.37	10 12		15 00	15 75	5 00%	-50 78%
AMEX	VIA	Viacom	66 50	36 68	123 1	55 88	66 50	19 02%	-10.03%
NASD	VOXW	Voxware Inc	13.25	0 65		2 19	4 19	91.43%	-306 06%

RETAILERS AND DISTRIBUTORS

NASD	AMZN	Amazon.Com Inc	113.00	40.43		46.50	57.88	24.46%	-23.97%
NASD	AMES	Ames Stores	48 87	10.50	13.4	12.38	11.56	6.57%	-59.78%
NYSE	BKS	Barnes & Noble	36.37	16.31	12.1	16.75	21.50	28 36%	-4 24%
NYSE	BBY	Best Buy	88.87	40.50	46.1	62 38	75.13	20 44%	-49 50%
NASD	BYND	Beyond.Com Corp	33 50	1.50		1.56	1.81	16.00%	-76.80%
NASD	CDNW	Cdnow Inc	23.26	2.31		3.13	4.88	56.00%	-50.63%
NYSE	CC	Circuit City	65 18	30 96	91.2	50 69	55.63	9.74%	-23 44%
NASD	COOL	Cyberian Outpost Inc	15.93	3 62		4.13	4.72	14.39%	-52.52%
NASD	DRIV	Digital River Inc	43 62	10 00		10 88	13 88	27 59%	-58 35%
NASD	EBAY	eBay Inc	127.50	35 14		61.94	77.19	24.62%	-38.34%
NASD	ELBO	Electronics Boutique	26.31	12 75	13.1	14.19	14.03	1.10%	-22.05%
NASD	FNCO	Funco Inc	24 93	9 62	22.8	24.50	24.63	0.51%	-120.11%
NASD	GGUY	Good Guys	11.00	2.06		2 56	3.19	24.39%	-64.83%
AMEX	GIG	GTR Group	6.15	1 13	7.5	1.38	1.13	18 18%	-60.87%
NASD	IMMR	Immersion	79.00	12 00		16.75	21.13	26.12%	-44.95%
NYSE	KM	K Mart Corp	18.18	7.31	11.4	7.69	8.56	11 38%	-14.91%
NYSE	MAY	May Dept Stores	45.37	23.75	11.7	29.56	30 44	2.96%	-5.80%
NASD	NAVR	Navarre	16.62	1.65		1.88	2.00	6.67%	-65.22%
NASD	RADA	Radica Games	12 50	2.68	4.4	2 75	2.75	0.00%	-61.40%
NYSE	S	Sears	53.18	25.25	9.6	35.00	39 00	11 43%	-28.40%
NASD	SPLS	Staples	32 25	14 56	23 0	15 75	15 19	3 57%	-26 81%
NYSE	TAN	Tandy	79 50	35 06	26 9	40 69	40 69	0 00%	-17 28%
NYSE	TOY	Toys R Us	24 75	9 75	8 2	16 06	16 44	2 33%	-14 85%
NYSE	WMT	Wal-mart	70 25	38.87	45 4	54.00	59 06	9 38	-14 56%
NASD	ZANY	Zany-Brainy	14 87	2 31	8 3	2 56	3 00	17 07%	-70 55%

GameWEEK Interview

Konami's

Hideo Kojima

In 1997, Hideo Kojima wowed the E³ crowds with his trailer of Metal Gear Solid. This year, history repeats itself.

By Bryan Intihar

In 1986, Hideo Kojima began working for Konami Computer Entertainment Japan Co., Ltd as a game planner. One year later, Kojima created his first game, *Metal Gear*, for Nintendo's 8 bit console.

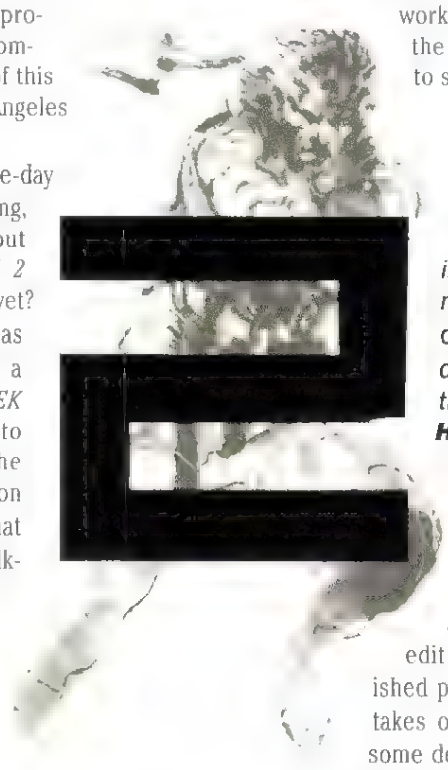
After some moderate success with other game titles, such as *Snatcher* and *Metal Gear 2 Solid Snake*, Kojima worked his magic once again and created *Metal Gear Solid* for the Sony PlayStation console. With *MGS*, people got a game with a combination of tremendous action and a rich and intriguing story line usually found only in movies. The game was initially released in Japan in 1998, and since then has sold over 5.5 million copies worldwide.

After *MGS*, Kojima went on to work on *Metal Gear Solid Integral* for the PlayStation console and *Metal Gear Ghost Babel* for the Game Boy Color. However, these projects were nothing compared to what visitors of this year's E3Expo in Los Angeles got to see.

Throughout the three-day event, people kept saying, "Have you checked out the *Metal Gear Solid 2 Sons of Liberty* trailer yet? It is unbelievable." So, as good journalists do, a group of *GameWEEK* journalists went down to the South Hall of the Los Angeles Convention Center to check out what had so many people talking. At the Konami booth, there were hundreds of people sitting all over the convention center's floor waiting for this trailer to begin. In classic Kojima fashion, this eight-minute spectacle did not disappoint anyone. Even more incredible was that the entire trailer contained real-time game play. That announcement alone brought about "oohs" and "ahhs." This may have been the first title for the Sony PlayStation 2 that demonstrated the true power of the console. Though the game was not even playable, the majority of visitors to this year's E3Expo still hailed *Sons of Liberty* as the game of the show.

The look of the Metal Gear series has changed over the years. The original* Metal Gear *(far left), made its debut in 1987. 11 years later,* MGS *(center) sold millions on the Sony PlayStation console. Needless to say, hopes are high for* Sons of Liberty *(far right).

GameWEEK was fortunate enough to sit down with Kojima and discuss the development of *Sons of Liberty* as well as other projects that he is currently working on. Here is what the real Solid Snake had to say. . .



GameWEEK: *Along with everyone else at the show, we were very impressed by the movie trailer of* Sons of Liberty. *How long did it take to create the trailer?*

Hideo Kojima: I played the game myself in order to come up with the proper footage for the trailer. It took about two weeks to edit and create the finished project. Editing usually takes one week, but we had some delays due to new editing equipment.

GW: *How long has* Sons of Liberty *been in development? And, about how much of the capabilities of the PS2 are utilized for this project?*

HK: We received the PS2 development tools about a year ago, so that is when we began working on *Sons of Liberty*. Presently, we are using approximately 60% of the console's capabilities; however, we are only doing about 50% of what I want to do.

GW: *Many other PS2 developers have commented that creating games for the console has been difficult. How have you found programming for the PS2?*

HK: It has been tough, but our programmers are always coming up with ways to make things possible. I call my programmers masochistic because instead of giving up, they are constantly coming up with their own solutions. (In other interviews, Kojima has expressed some disappointment with the capabilities of the console.)

GW: *What is the completion percentage of* Sons of Liberty*?*

HK: What you see in the video is very little. There are only soldiers, Solid Snake and the soldiers chasing him. The story portion of *Sons of Liberty* is just not there yet. I would have to say that the game is about 10% complete.

GW: *When do you think* Sons of Liberty *will be completed and released?*

HK: I am hoping that it can be released in Japan in the fall of 2001. There will probably be a playable version of the game at next year's E3Expo, and fans may see *Sons of Liberty* at the Tokyo Game Show in the fall.

GW: *Can you discuss the story line for* Sons of Liberty*?*

HK: Presently, I cannot talk about the story line very much. It takes place a couple years after *MGS*. In *MGS*, Revolver Ocelot successfully escapes with all the experimental information of Metal Gear Rex on a MO disc. That information then spreads all across the world. That is all I can say right now.

GW: MGS *was a huge success in sales. How happy were you with that project?*

HK: For myself, I give the game about a 60% satisfaction level. But due to the fact that the game sold so well, I give it a satisfaction level of 200%.

GW: *What are your expectations for* Sons of Liberty*?*

HK: What you saw in the video is really just a basic foundation. The game will be so much better next year. This is like what we did with MGS; after its debut, the finished project was much better than its first showing.

GW: *We have heard many rumors about projects you are working on. Some speculate that there will be a* Metal Gear *title for the Sega Dreamcast; others are saying you are also working on a* Matrix *title. Can you confirm these rumors?*

HK: (laughs) I have also heard similar rumors. I have been searching many websites and have been very surprised to find these reports. I have never thought about a *Metal Gear* title for the Dreamcast, and you will never see *Sons of Liberty* on the Dreamcast. There is no *Matrix* game.

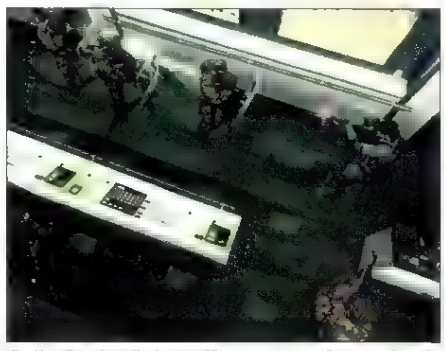
Zone of the Enders *(PS2)*

Sons of Liberty *(PS2)*

GW: *Do you have any interest in working on any other consoles, such as Microsoft's X-Box or Nintendo's Dolphin?*
HK: Yes, I am interested, and there is a possibility that I may develop for these other consoles. However, the next-generation consoles are basically the same. If a new machine can provide something that the PS2 cannot, I will seriously consider working on another machine.

GW: *Are there any other projects that you are currently working on?*
HK: I am the executive producer of *Zone of the Enders* (a.k.a. *Z.O.E.*), which I am working on simultaneously with *Sons of Liberty*. I have a lot of other plans in my mind that I would like to work on after the completion of *Sons of Liberty*.

GW: *We have seen some screenshots of Z.O.E. Can you explain what type of game it is and what kind of game it is related to?*
HK: It will have the same feel and backbone as *MGS*, but instead of being an agent or spy sneaking around, a player is a boy riding in a robot around space, battling other robots.


Solid Snake fights off a swarm of enemies in **Sons of Liberty.**

However, *Z.O.E.* will have an in-depth story line and the drama of the *Metal Gear* series.

GW: *You have always been known for creating games that combine great action and a tremendous story line. What influences do you draw upon when creating these games?*
HK: There have been moments in my life where music, novels and movies have cheered me up and had a positive impact on my life. That is what I want to do with my games, and I hope that people can get that same feeling.

GW: *Are there any projects that other companies are working on that have stimulated some curiosity?*
HK: I am mainly interested in PC games created by Americans.

GW: *In what ways do you think Japanese developers differ from developers in the United States?*
HK: Western developers come up with good and unique ideas, but by the time the game is finished, the developers seem to be expressing themselves too much through the game. The end project is not as good as the original idea. However, Japanese developers lack that innovation, but they create very playable games that please most consumers.

GW: *The day before E3, Sony announced that the North American PS2 would have an expansion bay for a hard drive and modem. How do you feel about online gaming and will you utilize that feature?*
HK: As for *Sons of Liberty*, it is a sequel to *MGS*, so the basic game play will stay the same. Yet, we are considering adding some online aspects, but that will not be the core of the game. After *Sons of Liberty*, you could see the online aspect playing a major role. As for the Internet and online gaming, I think of it as being in elementary school. The next step is middle school, and then high school. I know that one day I will go to the next level (referring to online gaming), but I am not sure when that day will come.

GW: *Do you think online gaming is the future, or will playing against AI-driven opponents continue to be the main feature in console games?*
HK: I believe that these two styles will peacefully coexist; neither will be any more mainstream than the other.

GW: *Have you had a chance to walk around and check out the other exhibits at the show? If so, has anything impressed you?*
HK: All I have done is taken several trips to the bathroom. (Everybody bursts out laughing.) I would love to see other exhibits, but I have been in constant interviews. (Yet, later that day, *GameWEEK* did see Kojima-san at the SquareSoft booth checking out *The Bouncer* for the PS2.)

While we were hoping Kojima-san did not have to go the bathroom during our interview, it was nice to sit down with the man responsible for one of the best games of the show. Fall TGS just seems too long of a wait for the next showing of *Sons of Liberty*. **GW**

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MARKET TRACKING REPORTS

Information Based Upon NPD Data Recorded May 21–May 27, 2000

Top 10 Videogame Titles

Based on Items Introduced in 2000 Only • Ranked on Units Sold

RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	PERFECT DARK/N64	NINTENDO OF AMERICA	MAY '00	$60
2	POKÉMON TRADING CARD/GBC	NINTENDO OF AMERICA	APR '00	$26
3	VAGRANT STORY/PSX	SQUARE EA	MAY '00	$41
4	WWF SMACKDOWN!/PSX	THQ	MAR '00	$40
5	POKEMON STADIUM/N64	NINTENDO OF AMERICA	MAR '00	$60
6	SPEC OPS/PSX	TAKE 2 INTERACTIVE	APR '00	$10
7	EXCITEBIKE 64/N64	NINTENDO OF AMERICA	MAY '00	$50
8	SYPHON FILTER 2/PSX	989 STUDIOS	MAR '00	$40
9	TONY HAWK'S PRO SKATER/DC	CRAVE ENTERTAINMENT	MAY '00	$50
10	TONY HAWK'S PRO SKATER/N64	ACTIVISION	MAR '00	$50

Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516 625 2345

Top 10 PlayStation Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	VAGRANT STORY	SQUARE EA	MAY '00	$41
3	2	WWF SMACKDOWN!	THQ	MAR '00	$40
2	3	SPEC OPS	TAKE 2 INTERACTIVE	APR '00	$10
5	4	SYPHON FILTER 2	989 STUDIOS	MAR '00	$40
4	5	TONY HAWK'S PRO SKATER	ACTIVISION	SEP 99	$38
6	6	SW EPI. 1: JEDI KNIGHT	LUCASARTS	APR '00	$41
7	7	SYPHON FILTER	989 STUDIOS	FEB 99	$20
8	8	TRIPLE PLAY 2001	ELECTRONIC ARTS	MAR 00	$41
9	9	GRAN TURISMO 2	SONY COMPUTER ENT.	DEC 99	$40
**	10	MLB 2001	989 STUDIOS	MAR 00	$40

***Not in Top 10 Last Week*

Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516 625 2345

Top 10 Portable Videogame Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	POKEMON TRADING CARD/GBC	NINTENDO OF AMERICA	APR '00	$26
2	2	POKÉMON YELLOW/GBOY	NINTENDO OF AMERICA	OCT '99	$25
3	3	POKEMON BLUE/GBOY	NINTENDO OF AMERICA	SEP 98	$25
4	4	POKEMON RED/GBOY	NINTENDO OF AMERICA	SEP 98	$25
5	5	SUPER MARIO BROS. DLX/GBC	NINTENDO OF AMERICA	MAY 99	$30
**	6	DISNEY'S DINOSAUR/GBC	UBI SOFT	MAY '00	$30
6	7	POKEMON PINBALL/GBC	NINTENDO OF AMERICA	JUN '99	$30
7	8	TONY HAWK'S PRO SKATER/GBC	ACTIVISION	MAR 00	$29
8	9	RUGRATS TOTALLY ANGEL/GBC	THQ	MAY '00	$30
9	10	WINNIE THE POOH, ADV GBC	NEWKIDCO	MAR '00	$28

***Not In Top 10 Last Week*

Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516 625 2345

Top 10 Nintendo 64 Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
**	1	PERFECT DARK	NINTENDO OF AMERICA	MAY 00	$60
2	2	POKEMON STADIUM	NINTENDO OF AMERICA	MAR '00	$60
1	3	EXCITEBIKE 64	NINTENDO OF AMERICA	MAY 00	$50
3	4	TONY HAWK'S PRO SKATER	ACTIVISION	MAR '00	$50
6	5	SUPER SMASH BROTHERS.	NINTENDO OF AMERICA	APR '99	$50
5	6	MARIO PARTY 2	NINTENDO OF AMERICA	JAN '00	$50
**	7	GOLDENEYE 007	NINTENDO OF AMERICA	AUG '97	$40
9	8	SUPER MARIO 64	NINTENDO OF AMERICA	SEP '96	$40
10	9	MARIO KART 64	NINTENDO OF AMERICA	FEB '97	$40
7	10	WWF WRESTLEMAN A 2000	THQ	NOV '99	$60

***Not In Top 10 Last Week*

Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516 625 2345

Top 10 Mac Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	BINGO BINGO BINGO/(CD MAC)	MACSOFT	MAY 00	$18
3	2	THEME PARK/(CD MAC)	ELECTRONIC ARTS	***	$10
4	3	UNREAL TOURNAMENT (CD MAC)	GT INTERACTIVE	JAN '00	$50
2	4	MONOPOLY MULTIMEDIA (CD MAC	HASBRO INTERACTIVE	NOV '96	$10
5	5	STARCRAFT: BROOD WAR (CD MAC)	BLIZZARD	JUL '99	$21
6	6	AGE OF EMPIRES/(CD MAC)	MACSOFT	JUN '99	$30
9	7	SIMCITY 3000 (CD MAC)	MAXIS	JUL 99	$50
7	8	STAR WARS EPISODE 1 RACER (CD MAC	LUCASARTS	NOV '99	$44
8	9	QUAKE 3/(CD MAC)	ACTIVISION	DEC 99	$50
**	10	FALCON 4.0/(CD MAC)	MACSOFT	MAY '99	$30

***Not In Top 10 Last Week • ***Released before April 1999*

Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516 625 2345

Top 10 Dreamcast Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
**	1	TONY HAWK'S PRO SKATER	CRAVE ENTERTAINMENT	MAY '00	$50
1	2	T. CLANCYS RAINBOW SIX	MAJESCO	MAY '00	$50
2	3	R.E. CODE: VERONICA	CAPCOM USA	MAR '00	$48
4	4	CRAZY TAXI	SEGA OF AMERICA	FEB '00	$50
3	5	STREET FIGHTER ALPHA 3	CAPCOM USA	MAY '00	$45
6	6	NBA 2K	SEGA OF AMERICA	NOV '99	$44
5	7	DEAD OR ALIVE 2	TECMO	MAR 00	$44
8	8	GUNDAM SIDE STORY 0079	BANDAI AMERICA	APR 00	$46
9	9	SONIC ADVENTURE	SEGA OF AMERICA	SEP 99	$44
7	10	GRAND THEFT AUTO 2	ROCKSTAR GAMES	MAY 00	$48

***Not In Top 10 Last Week*

Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516 625 2345

MARKET TRACKING REPORTS

Top 20 Entertainment Software Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
1	1	WHO WANTS TO M LLONAIRE 2/ CD W95/98/M	DISNEY INTERACT VE	MAY 00	$17
2	2	THE S MS/ CD W95/W98,	MAXIS	FEB '00	$44
3	3	RO LER COASTER TYCOON CD W95/W98	HASBRO INTERACTIVE	MAR '99	$26
**	4	S MC TY 3000 UNLIMITED/ CD W95/98	MAXIS	MAY '00	$35
**	5	DAIKATANA CD W95/98	EIDOS INTERACTIVE	MAY '00	$33
**	6	MOTOCROSS MADNESS 2/ CD W95/98	M CROSOFT	MAY '00	$38
4	7	EVERQUEST RUINS OF K NARK CD W95 98 2K	989 ST DIOS	APR '00	$38
12	8	SLOTS CD W95 W98 MAC	MASQUE P BLISHING	NOV '99	$13
6	9	AGE OF EMPIRES I CD W95 W98	MICROSOFT	SEP '99	$42
9	10	FAM LY 3 PK/ CD W95/W98/	HASBRO INTERACTIVE	DEC '99	$12
14	11	ROLLER COASTER TYCOON: CORK CD W95/W98	HASBRO INTERACTIVE	NOV 99	$18
8	12	SOLDIER OF FORTUNE CD W95 W98/	ACT VISION	MAR 00	$42
10	13	SIM MANIA PACK CD W95 W98	ELECTRON C ARTS	FEB 00	$19
15	14	STAR TREK: ARMADA CD W95/W98	ACTIV SION	MAR 00	$47
5	15	WHO WANTS TO BE M LLONAIRE CD W95 W9	D SNEY INTERACT VE	NOV '99	$20
13	16	RAINBOW S X: URBAN OP CD W95/98	RED STORM	APR '00	$19
16	17	GALAXY OF GAMES RED CD W95/W98	EGAMES	MAR '00	$9
**	18	HALF-LIFE CD W95/WNT/W98	S ERRA ON LINE	NOV 98	$34
**	19	C&C TIBERIAN S N FIRESTORM CD W95 W98	WESTWOOD STUDIOS	MAR 00	$28
17	20	UNREAL TOURNAMENT CD W95 WNT/W98	GT NTERACT VE	NOV 99	$44

**Not in Top 20 Last Week

Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516 625 2345

Top 25 Videogame Titles

Ranked on Units Sold

LAST WEEK'S RANK	RANK	TITLE/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
**	1	PERFECT DARK/N64	NINTENDO OF AMERICA	MAY '00	$60
2	2	POKÉMON TRAD NG CARD GBC	NINTENDO OF AMERICA	APR '00	$26
3	3	POKÉMON YELLOW/GBOY	NINTENDO OF AMERICA	OCT '99	$25
1	4	VAGRANT STORY/PSX	SQUARE EA	MAY 00	$41
7	5	WWF SMACKDOWN!/PSX	THQ	MAR '00	$40
6	6	POKÉMON STADIUM/N64	NINTENDO OF AMERICA	MAR 00	$60
4	7	SPEC OPS/PSX	TAKE 2 INTERACTIVE	APR '00	$10
5	8	EXCITEBIKE 64/N64	NINTENDO OF AMERICA	MAY '00	$50
9	9	SYPHON FILTER 2/PSX	989 STUDIOS	MAR '00	$40
8	10	TONY HAWK'S PRO SKATER/PSX	ACTIVISION	SEP '99	$38
**	11	TONY HAWK'S PRO SKATER/DC	CRAVE ENTERTAINMENT	MAY '00	$50
10	12	POKÉMON BLUE/GBOY	NINTENDO OF AMERICA	SEP '98	$25
12	13	POKÉMON RED/GBOY	NINTENDO OF AMERICA	SEP '98	$25
14	14	TONY HAWK'S PRO SKATER/N64	ACTIVISION	MAR '00	$50
11	15	SW EPI. 1: JEDI KN GHT/PSX	LUCASARTS	APR '00	$41
19	16	SUPER MARIO BROS. D X GBC	NINTENDO OF AMERICA	MAY 99	$30
13	17	SYPHON FILTER/PSX	989 STUDIOS	FEB 99	$20
15	18	TRIPLE PLAY 2001/PSX	ELECTRONIC ARTS	MAR 00	$41
16	19	GRAN TUR SMO 2/PSX	SONY COMPUTER ENT.	DEC '99	$40
21	20	MLB 2001/PSX	989 STUDIOS	MAR '00	$40
22	21	SPYRO THE DRAGON/PSX	SONY COMPUTER ENT.	SEP 98	$20
23	22	CRASH BAND COOT WARP PSX	SONY COMPUTER ENT.	NOV 98	$20
25	23	NAMCO MUSEUM VOL 1/PSX	NAMCO	AUG 96	$18
18	24	MEDIEV L 2/PSX	SONY COMPUTER ENT	MAY '00	$41
**	25	METAL GEAR SOLID/PSX	KONAMI OF AMERICA	OCT 98	$19

**Not in Top 25 Last Week

Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516 625 2345

Top 30 Interactive Entertainment Software Publishers

Based on Units Sold

LAST WEEK	THIS WEEK	PUBLISHER
2	1	NINTENDO OF AMERICA
1	2	ELECTRONIC ARTS
3	3	SONY
4	4	HASBRO
5	5	ACTIV SION
6	6	INFOGRAMES
7	7	HAVAS
9	8	THQ
13	9	EIDOS INTERACTIVE
8	10	MATTEL
11	11	ACCLAIM ENT.
16	12	THE 3DO COMPANY
10	13	DISNEY INTERACTIVE
12	14	TAKE 2 INTERACTIVE
15	15	MIDWAY
14	16	NAMCO
20	17	MICROSOFT
18	18	CAPCOM USA
17	19	LUCASARTS
19	20	SQUARE EA
21	21	KONAMI OF AMER CA
28	22	CRAVE ENTERTAINMENT
22	23	INTERPLAY PRODUCTIONS
23	24	FOX INTERACTIVE
25	25	RED STORM
24	26	SEGA OF AMERICA
29	27	UBI SOFT
26	28	EGAMES
30	29	VALUSOFT
27	30	MAJESCO

**Not in Top 30 Last Week

Source: NPD TRSTS Video Games Service • Mary Ann Porreca 516 625 2345

Top 10 Videogame Accessories

Ranked on Dollars Sold

LAST WEEK'S RANK	RANK	ACCESSORY/PLATFORM	PUBLISHER	RELEASE DATE	AVERAGE RETAIL PRICE
**	1	MEM EXPANSION PACK/N64	NINTENDO OF AMERICA	NOV '98	$28
1	2	RFU ADAPTOR/N64	INTERACT ACCESSORIES	SEP '96	$11
2	3	RFU ADAPTOR/PSX	INTERACT ACCESSORIES	JUN '97	$13
3	4	MEMORY CARD/PSX	SONY COMPUTER ENT.	SEP '95	$15
5	5	MEMORY CARD 15X/PSX	MAD CATZ	AUG 96	$10
9	6	MEMORY CARD/N64	NTERACT ACCESSORIES	APR 97	$8
6	7	MEMORY CARD VALUE PK/PSX	INTERACT ACCESSORIES	DEC '95	$10
4	8	VISUAL MEMORY UNIT/DC	SEGA OF AMERICA	SEP '99	$25
**	9	GAME SHARK/PSX	INTERACT ACCESSORIES	JAN '96	$42
7	10	MEMORY CARD 2X/PSX	INTERACT ACCESSORIES	JUN '98	$15

**Not in Top 10 Last Week

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As the Globe.com Turns

New games portal offers variety

By Ben Rinaldi

In May of 1999, theglobe.com—an online hub of network communities—launched a new family of videogame-related websites called games.theglobe.com. Spearheaded by happypuppy.com and a host of other popular gaming sites, games.theglobe.com has laid claim to being "the world's largest games information network focusing on a highly targeted and loyal community."

At the time of its launch, Dean Daniels, president and COO of theglobe.com, promised that games.theglobe.com would be a "one-stop" destination to satisfy even the most demanding gamer: "Theglobe.com's users can now try out new games, interact with other gamers and enjoy world class game editorial from one convenient place on the Net."

In order to deliver on that promise, theglobe has made a number of noteworthy acquisitions to strengthen its game network over the past year. In January 2000, the company acquired Chips & Bits, Inc. and Strategy Plus Inc. Chips & Bits is a successful online game retailer that offers over 10,000 PC and videogame titles, while Strategy Plus publishes a number of PC-centric print publications including *Computer Games* magazine.

Despite the stiff competition it faces from other online videogame news sources, such as IGN.com, ZDnet's GameSpot and CNET's Gamecenter, ***games.theglobe.com plans on being "one-stop" info for gamers.***

Daniels thinks his company has the right mix of knowledge, content and brand awareness to keep up with the frontrunners: "I realize it's a very competitive landscape out there, but based on reach, we were ahead of GameSpot and CNET in 1999 (according to a study conducted by Media Metrix). However, that's not the most important factor for us. The real focus for us is online games information and delivering a place where gamers can come together and interact with one another. All of our online brands have very strong and loyal followings, with very little brand duplication among the properties."

Indeed, in addition to the aforementioned happypuppy.com and Chips & Bits, theglobe's games division offers a diverse lineup of websites that include Games Domain (www.gamesdomain.com), a UK-based website that delivers news, reviews, features, demos and online game playing; Console Domain.com (www.consoledomain.com), which caters to the home console market; Computer Games Online (www.cdmag.com), the online component to *Computer Games* magazine focusing on news and information about computer games; and Kids Domain (www.kidsdomain.com), an educational resource for parents and educators to learn about news pertaining to the edutainment software sector. **GW**

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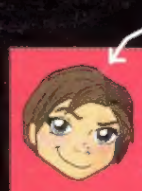

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